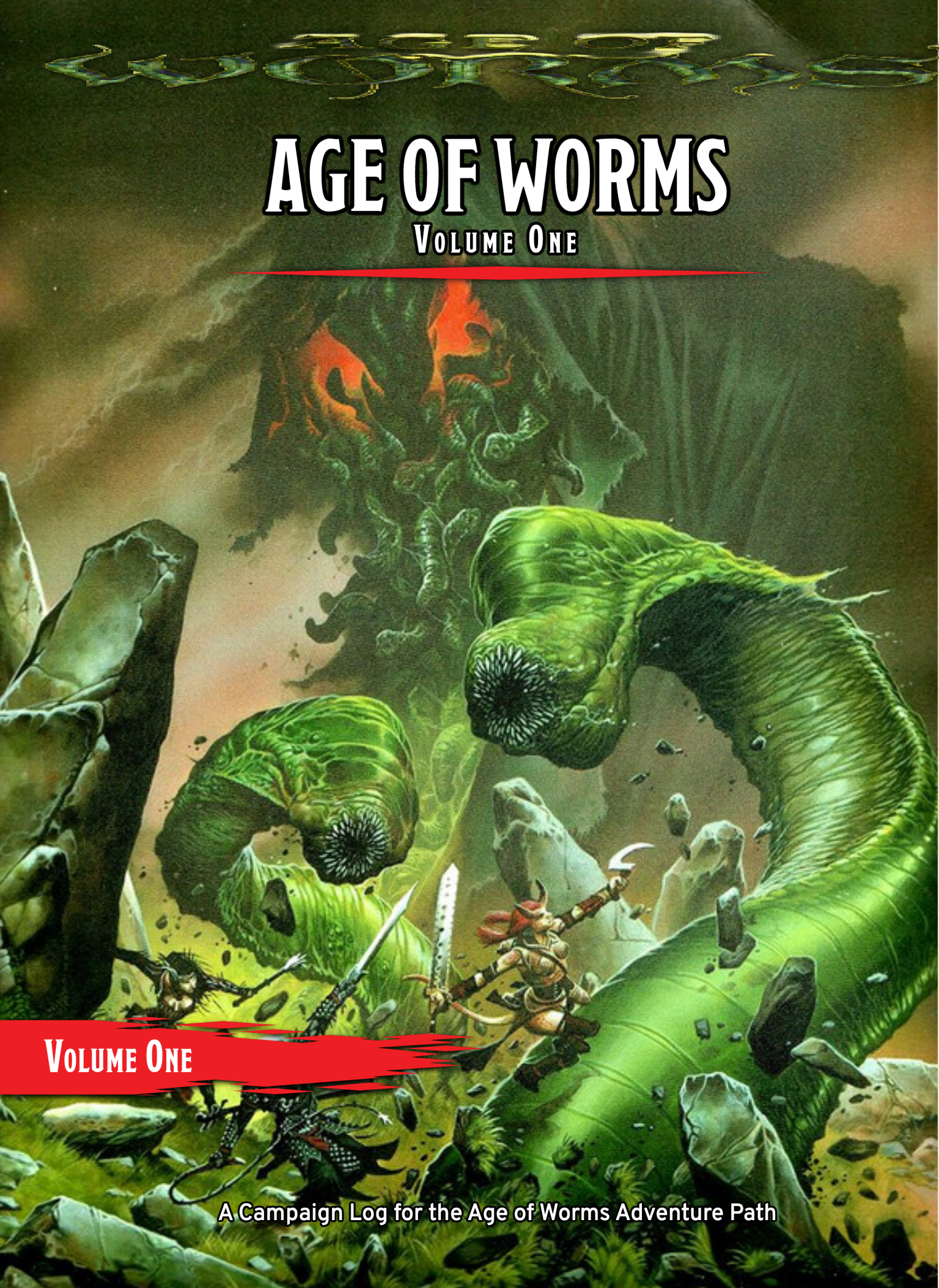


The cover art depicts a chaotic battle scene. In the foreground, a warrior with red hair and a horned helmet, wearing a brown and gold tunic, is engaged in combat. He holds a sword in his right hand and a battle-axe in his left. He is surrounded by several large, green, segmented worms. One worm is coiled around him, another is to his left, and a third is in the background. The worms have a bumpy, segmented texture and a dark, circular mouth area. The ground is rocky and uneven, with some green vegetation. In the background, a large, dark, rocky structure is visible, with a bright orange and red flame or fire emanating from a crevice. The overall color palette is dominated by greens, browns, and greys, with a red banner at the bottom.

AGE OF WORMS

VOLUME ONE

VOLUME ONE

A Campaign Log for the Age of Worms Adventure Path



Campaign Began: November 25th, 2023

Final Session Was: TBD

DUNGEON MASTER: Hank Woon

[Pathfinder Wiki](#)

[Wikipedia](#)

PREVIOUS SYNOPSSES AVAILABLE

[SHACKLED CITY VOLUME ONE](#)

[SHACKLED CITY VOLUME TWO](#)

[SHACKLED CITY VOLUME THREE](#)

CHAPTERS

CHAPTER 1: *The Sinister Secret of Saltmarsh* by Dave J. Browne

CHAPTER 2: *Old Man Katan and the Incredible, Edible, Dancing Mushroom Band* by Ted James & Thomas Zuvich

CHAPTER 3: Continued in [Age of Worms Volume Two!](#)

PROLOGUE

Long ago, the Demon Lord of Occipitus, Adimarchus, was defeated by his rival, the Demon Prince Orcus. Orcus imprisoned Adimarchus on the prison place of Carceri. Centuries passed. Then, just over a year ago, a powerful, secret organization dedicated to Adimarchus attempted to free him. In order to do so, they needed to sacrifice 13 of his scions (the Demon Lord had spawned many children through many races over the many years of his existence).

This sacrifice required a complex ritual using "soul cages". This was portal magic--secrets they learned from studying ancient spellweaver ruins in the areas surrounding the city of Cauldron.

Calling themselves "The Cagewrights", these vile cultists planned to use the energy pent up in the magma beneath Cauldron (a dormant volcano) to fuel the spell. This all required extensive planning and secret machinations as they gained more and more control over Cauldron and the surrounding area, while also gathering the 13 scions needed for sacrifice.

These efforts drew the attention of ex-pirate Dallen Yadwrick, as well as other adventurers.

As fate would have it, Dallen turned out to be one of the scions of Adimarchus. This allowed him to complete a test on the layer of Occipitus, his father's Abyssal plane, essentially becoming its inheritor in his absence.

But Dallen was more interested in creating a trading consortium, and so founded the Chultan Exploratory Society, teaming up with a group called The Chisel.

The Chisel was a secret organization dedicated to combating evil on the Chultan Peninsula, who was working against the efforts of The Cagewrights.

Eventually, Dallen and his brave companions destroyed The Cagewrights and prevented their ritual and the release of Adimarchus.

However, one of the Cagewrights--while failing to release Adimarchus--did free his mind, allowing the Lord of Madness to infect the populace of Cauldron, driving many to murderous sprees. Dallen and his fellow founding member of the Chultan House, Dunjun, traveled to the plane of Carceri and destroyed Adimarchus within his own hellish prison. But Dallen had to sacrifice himself to do so, by snapping his *staff of the magi* over his knee.

THE CURRENT STATE OF AFFAIRS

A Sage by the name of Allustan received a charter from the late Dallen Yadwrick to open a new chapter in his hometown of Diamond Lake.

Diamond Lake is a mining community, ruled by a handful of mining magnates. It's a rough and tumble town that usually attracts those desperate enough to do this sort of work, as well as random travelers passing through.

The occasional adventurer also comes to town looking to explore the thousands of cairns in the hills above the muddy little community (named thusly the Cairn Hills), though most of these ancient tombs have been plucked clean long ago. However, every so often a new one is found (and promptly plundered).

Allustan wishes to use this opportunity to not only expand the Chultan Exploratory Society's mission, but to also look into the troubling reports of "green worms" that, according to rumors, attack living hosts and turn them into shambling undead.

Meanwhile, back in Cauldron, after the death of Dallen, the Chultan House's second in command, Dunjun, became Lord Mayor. While he and the Chultan House's original location consolidate their power and influence, it will be up to the PCs to expand operations across the peninsula.



The Chisel never fully recovered after the Siege of Redgorge. Those who remained, including MAAVU, FELLIAN, FARIO, SHENSEN, and CELESTE* joined the Chultan House.

Maavu remains in Cauldron with his business (which has merged with the Chultan House), while Fellian, Fario, Shensen, and Celeste are constantly patrolling the peninsula looking for threats.

Jil runs a spy ring throughout the peninsula on behalf of the Chultan House.

Zarkad is a high-ranking officer in the City Guard. Many of the City Guard are ex-members of The Chisel who survived the Siege of Redgorge.

Cauldron, Redgorge, and Gannaway share a military and trade alliance. Each contributes to infrastructure upkeep (roads and guard posts) as well as the garrison and maintenance of Alderweg Keep.

The region surrounding Cauldron is the safest it's been in centuries. The orc, gnoll, and hobgoblin tribes were largely wiped out during the Battles of Alderweg and Redgorge, and the Demon Lord of the Demonskar was destroyed, scattering the evil minions in the region, and the yuan-ti of Shatterhorn were wiped out. The fire giant siblings were also destroyed, removing the threat of these powerful figures rallying any scattered evil to their banner. (All events during SHACKLED CITY.)

The Chultan House in Diamond Lake is the only other chapter house so far. They have limited influence in local politics at the moment, but this does give the Chultan House farther reach to the east.

Sasserine and Greyhawk are the Chultan House's main competitors. The lords of Sasserine, in particular the Dawn Council who runs the city, have so far denied Cauldron a trade agreement, and has high tariffs on any merchant goods coming from the east to her lucrative ports.

The exiled Cauldron nobles, along with the remaining Stormblades, now reside in Sasserine, and have considerable influence there.

Realizing that Sasserine has a dominant monopoly in the west (for now), the Chultan House has decided to focus its attention to the east.

To that end, the player characters' first mission in this campaign is to deliver a trade alliance message to the city of Saltmarsh on the western coast.

The deal should seem favorable to their ruling council. In exchange for lowered tariff fees on all CHULTAN EXPLORATORY SOCIETY caravans using their ports – and along with an infrastructure tax due annually from Saltmarsh into the Chultan House's

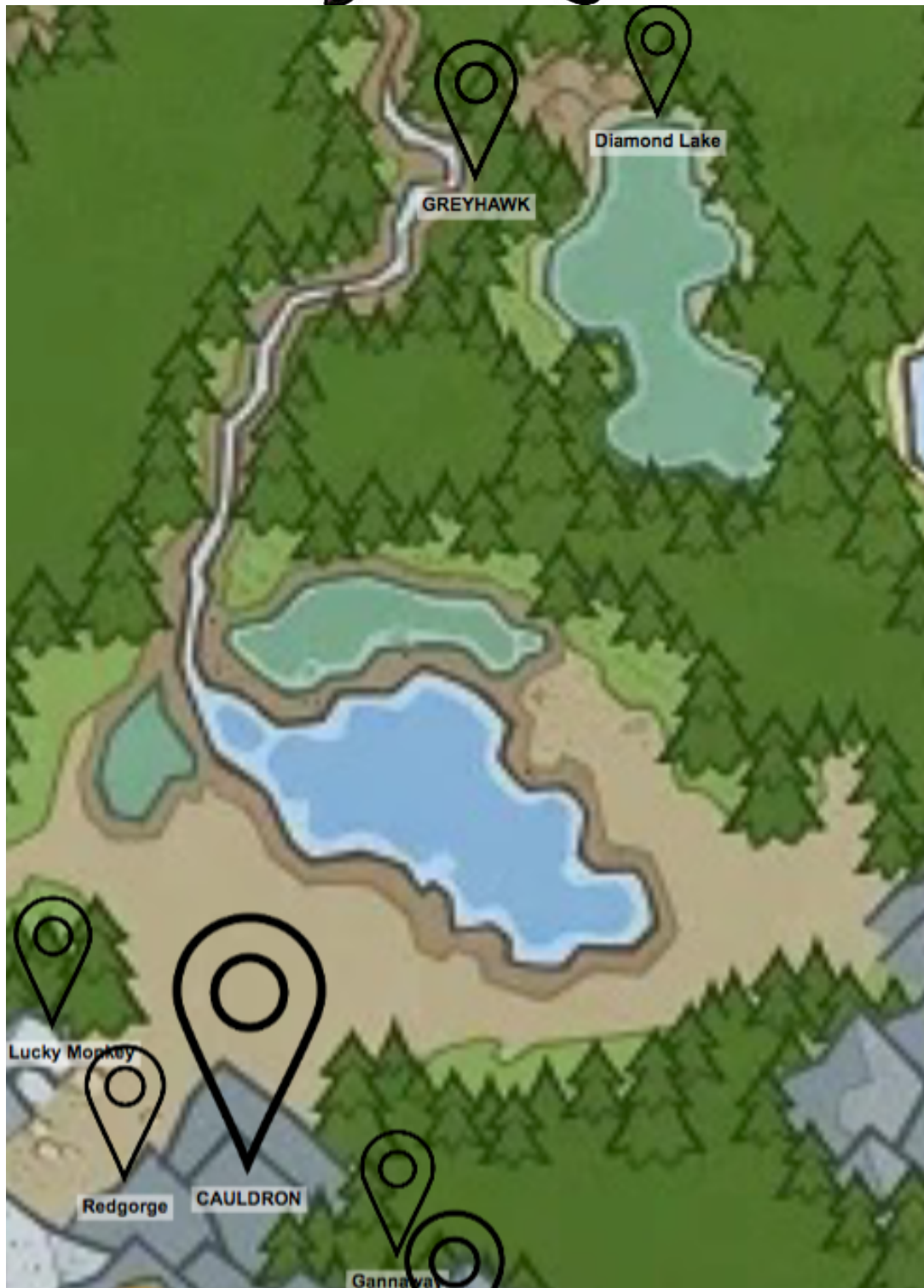
coffee, the Chultan House guarantees by way of insurance any merchant traveling along Chultan House-controlled trade routes/roads who departed from Saltmarsh (writ to be granted by the Saltmarsh Council to applying merchants). This will make Saltmarsh the premier port of call for merchants arriving from the east, as it will guarantee them free insurance on goods during overland travel across the peninsula (as far west as Cauldron).

They are to deliver the terms and then report back to Allustan. Allustan has provided them with a magical CRYSTAL BALL that will allow direct communication with him (it can be used for up to 5 minutes every 24 hours).

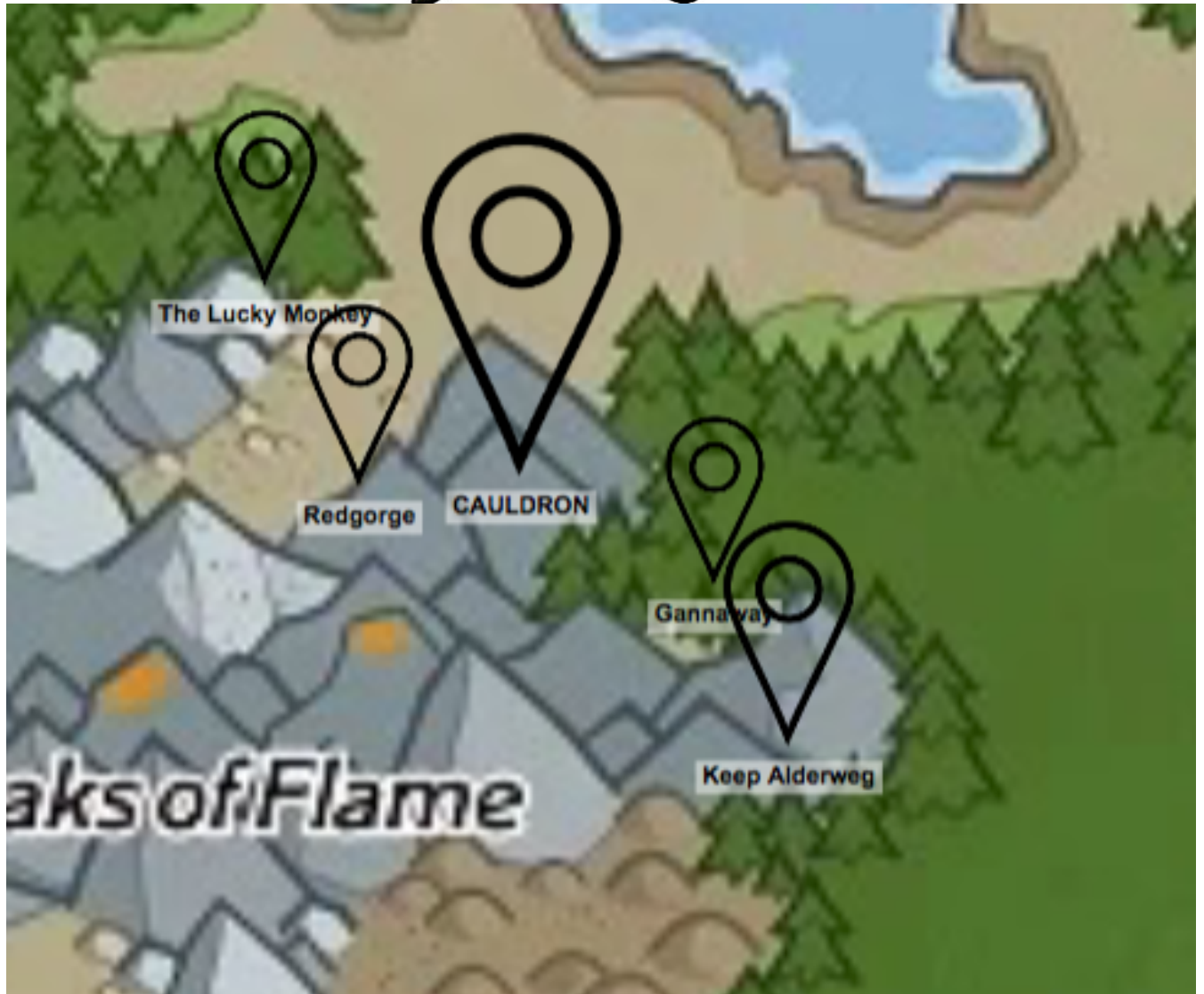
Celeste was in fact a member of The Chisel, and their chief spy. She was impersonating a noble while in Cauldron, trying to discover the identities and goals of the mysterious Cagewrights. She has since left the city and is now on a new mission.



AGE OF WORMS



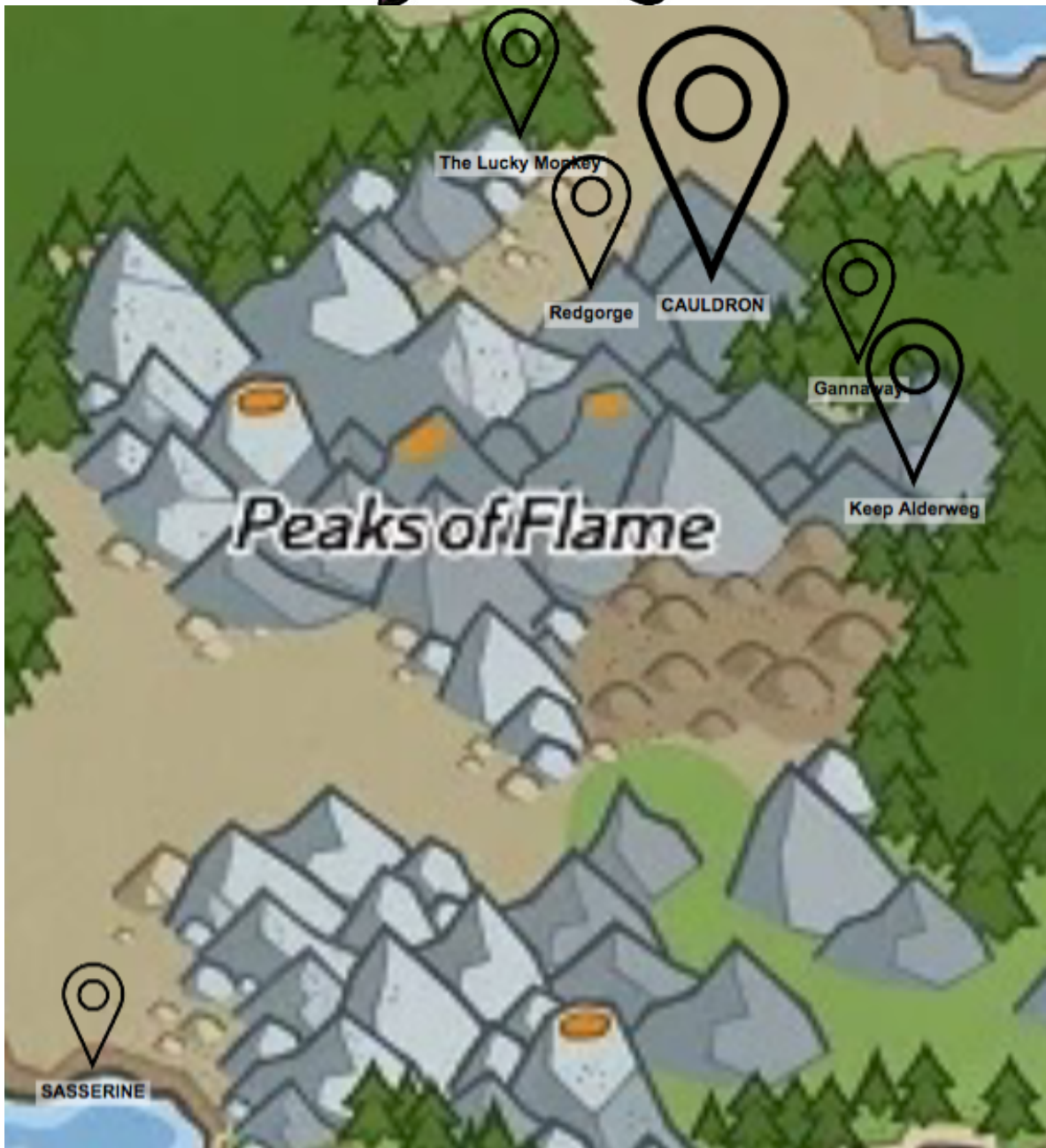
AGE OF WORMS



AGE OF WORMS



AGE OF WORMS



AGE OF WORMS



AGE OF WORMS



CAST OF CHARACTERS



Incredibly, this campaign is starting out with nearly twice as many players that we had at the peak of The Shackled City.

On the following pages are their character sheets, along with short descriptions/bios.

GELESKEGG (PRONOUNCED "SHELLYSHAGG")

PLAYER: Justin Carson

PREVIOUS CHARACTER: Dallen Yadwrick

ATTRIBUTES	INVENTORY	FEATURES	SPELLBOOK	EFFECTS	BIOGRAPHY
Currency	Platinum 0 Gold 10 Electrum 0 Silver 0 Copper 0				
Attunement 0 / 3			Action Bonus Action Reaction Equipped		
Warhammer		2 lbs. 1		1 Action	
Net		3 lbs. 1		1 Action	
EQUIPMENT	Weight Qty Charges Usage + Add				
Chain Mail	55 lbs. 1				
Traveler's Clothes	4 lbs. 1				
CONSUMABLES	Weight Qty Charges Usage + Add				
Sling Bullet (10)	0.8 lbs. 10			1 Action	
Torch	1 lbs. 1 1 / 1			1 Action	
Rations	2 lbs. 1 1 / 1			1 Action	
Waterskin	5 lbs. 1 4 / 4			1 Action	
Hempen Rope (50 ft.)	10 lbs. 1 1 / 1			1 Action	
TOOLS	Weight Qty Charges Usage + Add				

Shellyshagg	Sheet	Prototype Token	Close
LEVEL 1 CLERIC			
1 / 300			
PLASMOID		FISHER	CHAOTIC NEUTRAL
HIT POINTS		HIT DICE	ARMOR CLASS
9 / 9		1 / 1	16
+Temp +Max		S. Rest L. Rest	Spell DC 9
		MOVEMENT	
		30 FT	
		INITIATIVE	
		+0	
PROFICIENCY +2			
ATTRIBUTES		INVENTORY	FEATURES
STRENGTH		Dex +0 (10)	
16		Animal Handling Wis +3 (13)	
+3		Arcana Int -1 (9)	
DEXTERITY		Athletics Str +3 (13)	
10		Deception Cha +1 (11)	
+0		History Int +1 (11)	
CONSTITUTION		Insight Wis +5 (15)	
12		Intimidation Cha +1 (11)	
+1		Investigation Int -1 (9)	
INTELLIGENCE		Medicine Wis +5 (15)	
8		Nature Int -1 (9)	
-1		Perception Wis +3 (13)	
WISDOM		Performance Cha +1 (11)	
16		Persuasion Cha +1 (11)	
+3		Religion Int -1 (9)	
CHARISMA		Sleight of Hand Dex +0 (10)	
13		Stealth Dex +0 (10)	
+1		Survival Wis +5 (15)	
		Simple Weapons Martial Weapons	
		Armor Proficiencies	
		Light Armor Medium Armor Heavy Armor Shields	
		Tool Proficiencies	
		Clerical Tools	
BACKGROUND			
CLASSES			
Cleric			
ACTIVE ABILITIES			
Spellcasting (Cleric)			
Divine Domain			



Submitted by player: Many years ago, the plasmoids Forstoser and Moroser settled along the coastal lands between Luskan and Fireshear, in a plasmoid colony known as Astrutye. Subsisting on fishing while providing a stopover for whaling ships and trading vessels of the Far North, this peaceful colony flourished.



They preached of their home in the Astral Sea, far away by journey of a *spelljammer*, and of their god—The Cosmic Eye.



The Cosmic Eye was a wild maelstrom avoided by most, but where the plasmoids make their homes clinging to asteroids while fighting off the predations of the slaads.

The plasmoids of Astrutye believe all storm gods everywhere are aspects of the Cosmic Eye. It was this intimate relationship with storms that helped them be successful along the Sword Coast as navigators and stormspeakers.



Born in this colony, Shellyshag wasn't interested in any of that. It was the fishing for him—and he was good at it. His family tried to encourage him to follow in the path of the navigators. It only pushed him away. He ended up whaling out of Luskan.

One day, while hunting a pod of sperm whales South of firedrake Bay, the pod wrecked the ship and Shellyshag ended up marooned on a small island where he had a vision: ***A tidal wave of GREEN WATER rushing into a jungle to extinguish a great FLAMING EYE... a woman's voice, like the sea washing upon the rocks, whispering "...Chultan House."***

Shellyshag ended up weathering the lonesome isle for some time, fishing and gazing up toward the stars as his mind finally turned toward the Cosmic Eye and the voice of the storms (becoming a cleric).

A gnomish ship from Lantan rescued him and he soon arrived in Chult. Using his fishing and newfound clerical skills, he made his way to the Chultan House of Diamond Lake, where he signed up.

he now waits for a sign of his god, while pondering this mysterious vision, and what it could possibly mean...

CORVUS

Player: Travis Gentry

Previous Character: NA (first-time D&D player!)

Corvus is a Level 1 Barbarian with the following stats: Strength 16, Dexterity 14, Constitution 15, Intelligence 9, Wisdom 13, and Charisma 11. He has 14 Hit Points, 1 Hit Die, and an Armor Class of 14. His movement is 30 feet, and his initiative is +2. He is proficient in all weapons and armor. His features include Rage, Reckless, and Fearless. He has a proficiency bonus of +2. He is wearing a simple tunic and trousers, and has a drum as a tool.

Attunement 0 / 3	Action	Bonus Action	Reaction	Equipped
WEAPONS	Weight	Qty	Charges	Usage
Greatsword	6 lbs.	1		1 Action
Javelin (3)	6 lbs.	3		1 Action
Handaxe (2)	4 lbs.	2		1 Action
EQUIPMENT	Weight	Qty	Charges	Usage
Traveler's Clothes	4 lbs.	1		
CONSUMABLES	Weight	Qty	Charges	Usage
Healer's Kit	3 lbs.	1	10 / 10	1 Action
Torch (5)	5 lbs.	5	1 / 1	1 Action
Waterskin	5 lbs.	1	4 / 4	1 Action
TOOLS	Weight	Qty	Charges	Usage
Drum	3 lbs.	1		

Having ties with the [Emerald Enclave](#), Corvus the human barbarian traveled to Diamond Lake to investigate the ancient henge stones erected centuries ago by the Order of the Storm.

The Order of the Storm was a druidic order who, long ago, were allies with the Emerald Enclave before they mysteriously vanished.

Corvus stayed on with the Chultan House as hired muscle.

NEW VTT!

Throughout The Shackled City Campaign, we used [MapTool](#), then [Fantasy Grounds](#), and ended with [Roll20](#). For Age of Worms, we are using hands down the best one yet—[Foundry](#), with the [Grapejuice Isometric Mod](#)!

LEIF FORESTFRIEND

Player: Tim McLaughlin

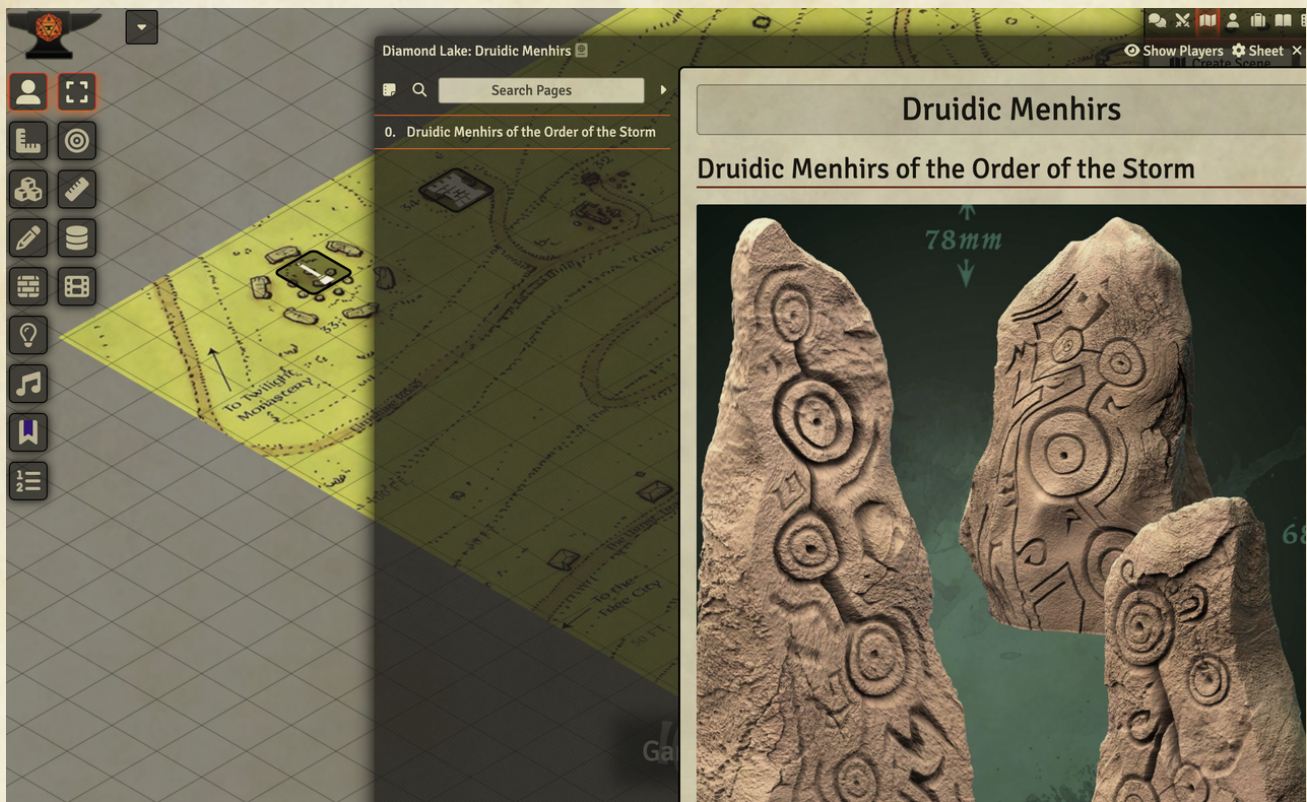
Previous Characters: Pirg Goblinlover, Krag the Many Named, and Augustus

Leif Forestfriend is a Level 1 Druid with the following stats: Strength 10, Dexterity 14, Constitution 17, Intelligence 16, Wisdom 18, and Charisma 16. He has 11 Hit Points, 1 Hit Die, and an Armor Class of 13. His movement is 30 feet, and his initiative is +2. He is proficient in all weapons and armor. His features include Wild Shape, Druidic, and Nature Sense. He has a proficiency bonus of +2. He is wearing a simple tunic and trousers, and has a drum as a tool.

Attunement 0 / 3	Action	Bonus Action	Reaction	Equipped
WEAPONS	Weight	Qty	Charges	Usage
Club	2 lbs.	1		1 Action
EQUIPMENT	Weight	Qty	Charges	Usage
Leather Armor	10 lbs.	1		
CONSUMABLES	Weight	Qty	Charges	Usage
Torch (10)	10 lbs.	10	1 / 1	1 Action
Waterskin	5 lbs.	1	4 / 4	1 Action
Rations (10)	20 lbs.	10	1 / 1	1 Action
TOOLS	Weight	Qty	Charges	Usage
BACKPACKS	Weight	Qty	Charges	Usage
Backpack	5 lbs.	1		
LOOT	Weight	Qty	Charges	Usage

Spellcasting	Intelligence	DC 13	Action	Bonus Action	Reaction	Conc.	Ritual	Prepared
CANTRIP								
Poison Spray	V S		Conjuration	1 Action	1 Creature			
Shillelagh	V S M		Transmutation	1 Bonus Action	1 Special Object			
1ST LEVEL								
Entangle	V S C		Conjuration	1 Action	20 Feet Square			
Faerie Fire	V C		Evocation	1 Action	20 Feet Cube			
Goodberry	V S M		Transmutation	1 Action	None			
Healing Word	V		Evocation	1 Bonus Action	1 Creature			
Thunderwave	V S		Evocation	1 Action	15 Feet Cube			

The human druid Leif Forestfriend traveled to Diamond Lake with Corvus, and the two decided to hang around a bit, allying themselves—at least for the time being—with the Chultan House.



THE MENHIRS OF DIAMOND LAKE

THE ANCIENT MENHIRS STANDING IN THE northwest corner of Diamond Lake have been here for at least 800 years—perhaps longer. Created by the druidic enclave known as the Order of the Storm, the menhirs were used in their religious rituals.

The order vanished after a turbulent period in the Chultan peninsula's history. While not entirely forgotten knowledge, it is obscure, and would require indepth research to reveal what truly happened to them.

RAAVA OF CLAN CALLISTO

Player: Yuzu Woon

Previous Character: Scarlet

RAAVA OF CLAN CALLISTO									
Dragonborn		Background		Neutral Good		Proficiency +2			
Hit Points	10 / 10	Hit Dice	1d12	Armor Class	15	Movement	30 FT	Initiative	+2
Strength	14	Dexterity	14	Constitution	16	Intelligence	11	Wisdom	12
Charisma	18	Alignment	Lawful Neutral	Age	18	Gender	Female	Height	5'8"
Skills	Athletics +2, Arcana +2, Deception +2, History +2, Investigation +2, Medicine +2, Nature +2, Perception +2, Performance +2, Persuasion +2, Religion +2, Sleight of Hand +2, Stealth +2, Survival +2								
Spells	Cantrips: Mage Hand, Fire Bolt, Minor Illusion, Mind Sliver 1st Level: Magic Missile, Shield								

Spellcasting	Charisma	DC 14	Action	Bonus Action	Reaction	Conc.	Ritual	Prepared
CANTRIP			∞ / ∞	Spell School	Spell Usage	Spell Target	+ Add	
Mage Hand	V S	Conjuration	1 Action	1 Space				
Fire Bolt	V S	Evocation	1 Action	1 Creature				
Minor Illusion	S M	Illusion	1 Action	5 Feet Cube				
Mind Sliver				None				
1ST LEVEL	2 / 2	Spell School	Spell Usage	Spell Target	+ Add			
Magic Missile	V S	Evocation	1 Action	1 Creature				
Shield	V S	Abjuration	1 Reaction	Self				

Raava was trained by the sorceress Scarlet in Cauldron, and sent to the Diamond Lake Chultan House to help oversee its operations.

BACKGROUND				+ Add
CLASSES				+ Add
Sorcerer		Level 1		
ACTIVE ABILITIES		Uses	Usage	+ Add
Breath Weapon		1 / 1	1 Action	
PASSIVE ABILITIES				+ Add
Spellcasting (Sorcerer)				
Lightning Resistance				
Dragonborn				
Draconic Resilience				
Dragon Ancestor				

DAMIA

Player: [Michael Dryden](#)

Previous Character: Clescet

DAMIA LEVEL 1 SORCERER
0 / 300

TIEFLING CRIMINAL (SMUGGLER) CHAOTIC NEUTRAL PROFICIENCY +2

HIT POINTS 8 / 8 **HIT DICE** 1 / 1 **ARMOR CLASS** 15 **MOVEMENT** 30 FT **INITIATIVE** +2

ATTRIBUTES STRENGTH 10 DEXTERITY 14 CONSTITUTION 12 INTELLIGENCE 14 WISDOM 8 CHARISMA 17

INVENTORY **FEATURES** **SPELLBOOK** **EFFECTS** **BIOGRAPHY**

ACROBATICS Dex +2 (12) **ANIMAL HANDLING** Wis -1 (9) **ARCANA** Int +4 (14) **ATHLETICS** Str +0 (10) **DECEPTION** Cha +5 (15) **HISTORY** Int +2 (12) **INSIGHT** Wis -1 (9) **INTIMIDATION** Cha +3 (13) **INVESTIGATION** Int +2 (12) **MEDICINE** Wis -1 (9) **NATURE** Int +2 (12) **PERCEPTION** Wis -1 (9) **PERFORMANCE** Cha +3 (13) **PERSUASION** Cha +5 (15) **RELIGION** Int +2 (12) **SLEIGHT OF HAND** Dex +2 (12) **STEALTH** Dex +4 (14) **SURVIVAL** Wis -1 (9)

RESOURCES **RESOURCE 1** SR 0 / 0 LR **RESOURCE 2** SR 0 / 0 LR **RESOURCE 3** SR 0 / 0 LR

DEATH SAVES **EXHAUSTION** **INSPIRATION**

SIZE Medium **SENSES** **LANGUAGES** Common Draconic Infernal **DAMAGE IMMUNITIES** **DAMAGE RESISTANCES** **DAMAGE VULNERABILITIES** **CONDITION IMMUNITIES** **WEAPON PROFICIENCIES** **ARMOR PROFICIENCIES** **TOOL PROFICIENCIES** **SPECIAL TRAITS**

HEYYOU LEVEL 1 CLERIC
0 / 300

KOBOLD (BLACK) BACKGROUND TRUE NEUTRAL PROFICIENCY +2

HIT POINTS 9 / 9 **HIT DICE** 1 / 1 **ARMOR CLASS** 18 **MOVEMENT** 30 FT **INITIATIVE** +3

ATTRIBUTES STRENGTH 14 DEXTERITY 16 CONSTITUTION 12 INTELLIGENCE 8 WISDOM 16 CHARISMA 8

INVENTORY **FEATURES** **SPELLBOOK** **EFFECTS** **BIOGRAPHY**

ACROBATICS Dex +3 (13) **ANIMAL HANDLING** Wis +3 (13) **ARCANA** Int -1 (9) **ATHLETICS** Str +2 (12) **DECEPTION** Cha -1 (9) **HISTORY** Int -1 (9) **INSIGHT** Wis +5 (15) **INTIMIDATION** Cha -1 (9) **INVESTIGATION** Int -1 (9) **MEDICINE** Wis +5 (15) **NATURE** Int -1 (9) **PERCEPTION** Wis +3 (13) **PERFORMANCE** Cha -1 (9) **PERSUASION** Cha -1 (9) **RELIGION** Int -1 (9) **SLEIGHT OF HAND** Dex +5 (15) **STEALTH** Dex +5 (15) **SURVIVAL** Wis +3 (13)

RESOURCES **RESOURCE 1** SR 0 / 0 LR **RESOURCE 2** SR 0 / 0 LR **RESOURCE 3** SR 0 / 0 LR

DEATH SAVES **EXHAUSTION** **INSPIRATION**

SIZE Small **SENSES** **LANGUAGES** Common Draconic **DAMAGE IMMUNITIES** **DAMAGE RESISTANCES** **DAMAGE VULNERABILITIES** **CONDITION IMMUNITIES** **WEAPON PROFICIENCIES** **ARMOR PROFICIENCIES** **TOOL PROFICIENCIES** **SPECIAL TRAITS**

SPELLCASTING Intelligence DC 12 Action Bonus Action Reaction Conc. Ritual Prepared

CANTRIP **Fire Bolt** V S Evocation 1 Action 1 Creature **Thaumaturgy** V Transmutation 1 Action None **Message** V S M Transmutation 1 Action 1 Creature **Minor Illusion** S M Illusion 1 Action 5 Feet Cube **Prestidigitation** V S Transmutation 1 Action None

1ST LEVEL **Burning Hands** V S Evocation 1 Action 15 Feet Cone **Charm Person** V S Enchantment 1 Action 1 Creature

Submitted by player: Damia is a sweet-appearing tiefling with a nasty temper, slightly obsessed with fire. Damia has fire in her blood, both from her Draconic and Infernal bloodlines. She is often distracted by campfires and torches, and happily spends hours gazing into fire. She feels safe watching something burn. Damia never knew her parents, and spent her younger years growing up in an orphanage, but was exiled after she immolated one of her teachers in a fit of rage (this wasn't the first "incident").

Afterwards, she took to a life of crime on the streets, and found her talents of persuasion and deception well suited to smuggling. After finding herself smuggling a box of underage halfling girls to a twisted nobleman, Damia's temper got the best of her and she ended up burning the nobleman's house to ground, killing two smugglers. After fleeing the city with a bounty on her head, Damia decided to try her hand at adventuring which might be easier and less dangerous.

HEYYOU

Player: Emerson Jahn

Previous Character: Orenillius

HEYYOU LEVEL 1 CLERIC
0 / 300

KOBOLD (BLACK) BACKGROUND TRUE NEUTRAL PROFICIENCY +2

HIT POINTS 9 / 9 **HIT DICE** 1 / 1 **ARMOR CLASS** 18 **MOVEMENT** 30 FT **INITIATIVE** +3

ATTRIBUTES STRENGTH 14 DEXTERITY 16 CONSTITUTION 12 INTELLIGENCE 8 WISDOM 16 CHARISMA 8

INVENTORY **FEATURES** **SPELLBOOK** **EFFECTS** **BIOGRAPHY**

ACROBATICS Dex +3 (13) **ANIMAL HANDLING** Wis +3 (13) **ARCANA** Int -1 (9) **ATHLETICS** Str +2 (12) **DECEPTION** Cha -1 (9) **HISTORY** Int -1 (9) **INSIGHT** Wis +5 (15) **INTIMIDATION** Cha -1 (9) **INVESTIGATION** Int -1 (9) **MEDICINE** Wis +5 (15) **NATURE** Int -1 (9) **PERCEPTION** Wis +3 (13) **PERFORMANCE** Cha -1 (9) **PERSUASION** Cha -1 (9) **RELIGION** Int -1 (9) **SLEIGHT OF HAND** Dex +5 (15) **STEALTH** Dex +5 (15) **SURVIVAL** Wis +3 (13)

RESOURCES **RESOURCE 1** SR 0 / 0 LR **RESOURCE 2** SR 0 / 0 LR **RESOURCE 3** SR 0 / 0 LR

DEATH SAVES **EXHAUSTION** **INSPIRATION**

SIZE Small **SENSES** **LANGUAGES** Common Draconic **DAMAGE IMMUNITIES** **DAMAGE RESISTANCES** **DAMAGE VULNERABILITIES** **CONDITION IMMUNITIES** **WEAPON PROFICIENCIES** **ARMOR PROFICIENCIES** **TOOL PROFICIENCIES** **SPECIAL TRAITS**

Submitted by player: HeyYou never quite fit in. Too wise for the kobolds, too dumb for the doctors, and silent as death. Few noticed when HeyYou was around, and she almost faded into the Temples of Trickery like a shadow in the night. Compelled by draconic ancestry, she is a relentless looter and hoarder, but has no problem with the ebb and flow of belongings. Anything she really likes, she will hide, and if anyone can find it, they deserve it. Kobold instincts guide her through all types of warrens, and her penchant for thievery attracted the attention of more than the Goddess. It attracted a sorceress named Damia, and the two of them have been a half-silent partnership for years. HeyYou tells no secrets; in fact, she tends to hoard them and hide them. Due to her flawless sneakiness and magical bamboozlement, HeyYou has a clean record and is known only as a back-alley connection and personal doctor to the fiery smuggler, Damia.

COTEN HAUFFO

Player: Ray Cross

Previous Character: NA (did not play in SCAP)

Coten Hauffo

LEVEL 1 PALADIN

0 / 300

GIFF

SOLDIER

NEUTRAL GOOD

PROFICIENCY +2

HIT POINTS

HIT DICE

ARMOR CLASS

MOVEMENT

INITIATIVE

13 / 13

1 / 1

18

30 FT

+1

+Temp

+Max

S. Rest

L. Rest

Spell DC 11

ATTRIBUTES

INVENTORY

FEATURES

SPELLBOOK

EFFECTS

BIOGRAPHY

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

19

12

17

12

14

17

+4

+1

+3

+1

+2

+3

ACROBATICS

ANIMAL HANDLING

ARCANA

ATHLETICS

DECEPTION

HISTORY

INSIGHT

INTIMIDATION

INVESTIGATION

MEDICINE

NATURE

PERCEPTION

PERFORMANCE

PERSUASION

RELIGION

SLEIGHT OF HAND

STEALTH

SURVIVAL

DEX +1 (11)

WIS +2 (12)

INT +1 (11)

STR +6 (16)

CHA +3 (13)

INT +1 (11)

WIS +4 (14)

CHA +5 (15)

INT +1 (11)

WIS +2 (12)

INT +1 (11)

WIS +2 (12)

CHA +3 (13)

INT +3 (13)

DEX +1 (11)

DEX +1 (11)

WIS +2 (12)

DEATH SAVES

EXHAUSTION

INSPIRATION

0

0

0

SIZE

SENSES

LANGUAGES

DAMAGE IMMUNITIES

DAMAGE RESISTANCES

DAMAGE VULNERABILITIES

CONDITION IMMUNITIES

WEAPON PROFICIENCIES

ARMOR PROFICIENCIES

TOOL PROFICIENCIES

SPECIAL TRAITS

Medium

Common

Sylvan

Simple Weapons

Martial Weapons

Light Armor

Medium Armor

Heavy Armor

Shields

ATTUNEMENT 0 / 3

WEAPONS

EQUIPMENT

CONSUMABLES

TOOLS

BACKPACKS

Longsword

Javelin

Chain Mail

Shield

Common Clothes

Playing Cards Set

Pouch

3 lbs.

2 lbs.

55 lbs.

6 lbs.

3 lbs.

1

1 lbs.

1

1

1

1

1

1

1 Action

1 Action

+ Add

+ Add

+ Add

+ Add

+ Add

+ Add

The giff paladin Coten Hauffo has traveled across the face of Faerun in his quest to deliver the world from evil, finding himself some months ago in the jungles of Chult. His aimless wanderings drew him to Diamond Lake, where he visited and paid tithes to the Temple of Torm. Afterward, he signed up with the Chultan House, finding their mission to pacify the region and bring law to chaos agreeable to his personal mission.

TARATOR

Player: Jonathan Cross

Previous Character: NA (did not play in SCAP)

Tarator

LEVEL 1 FIGHTER

0 / 300

DRAGONBORN

KNIGHT

NEUTRAL GOOD

PROFICIENCY +2

HIT POINTS

HIT DICE

ARMOR CLASS

MOVEMENT

INITIATIVE

13 / 13

1 / 1

19

30 FT

+2

+Temp

+Max

S. Rest

L. Rest

Spell DC 13

ATTRIBUTES

INVENTORY

FEATURES

SPELLBOOK

EFFECTS

BIOGRAPHY

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

20

15

16

16

11

9

+5

+2

+3

+3

+0

-1

ACROBATICS

ANIMAL HANDLING

ARCANA

ATHLETICS

DECEPTION

HISTORY

INSIGHT

INTIMIDATION

INVESTIGATION

MEDICINE

NATURE

PERCEPTION

PERFORMANCE

PERSUASION

RELIGION

SLEIGHT OF HAND

STEALTH

SURVIVAL

DEX +2 (12)

WIS +2 (12)

INT +3 (13)

STR +5 (15)

CHA -1 (9)

INT +5 (15)

WIS +0 (10)

CHA -1 (9)

INT +3 (13)

WIS +0 (10)

INT +3 (13)

CHA -1 (9)

CHA +1 (11)

INT +3 (13)

DEX +2 (12)

DEX +2 (12)

WIS +0 (10)

DEATH SAVES

EXHAUSTION

INSPIRATION

0

0

0

SIZE

SENSES

LANGUAGES

DAMAGE IMMUNITIES

DAMAGE RESISTANCES

DAMAGE VULNERABILITIES

CONDITION IMMUNITIES

WEAPON PROFICIENCIES

ARMOR PROFICIENCIES

TOOL PROFICIENCIES

Medium

Common

Draconic

Orc

Simple Weapons

Martial Weapons

Light Armor

Medium Armor

Heavy Armor

Shields

BACKGROUND

CLASSES

ACTIVE ABILITIES

PASSIVE ABILITIES

Knight

Fighter

Second Wind

Breath Weapon

Fighting Style (Fighter)

Fighting Style: Defense

Dragonborn

1

1

1

1

1

1

1 Action

1 Bonus Action

1 Action

+ Add

+ Add

+ Add

+ Add

+ Add

+ Add

Tarator is a dragonborn fighter who has spent the last few years as an itinerant mercenary. His travels brought him to Chult, where on the road he met Coten. The two traveled to Diamond Lake together, and are now in the service of the Chultan House.

CHAPTER ONE

THE SINISTER SECRET OF SALTMARSH



THE CITY IN THE MOUNTAIN OF FIRE SHALL SUFFER RUIN
from beneath. Ashes shall fall and heroes shall rise,
while the Tripartite Spirit gathers. Upon a fell wind
along the sea above the sky the righteous shall race The
Whispered One's Hand and the Faceless Mage who
seek that which had been forgotten. But know, oh
mortal one, that none shall stop the Age of Worms.

— The Hyskosa Prophecies

Initializing World...

Shellyshagg joined.
Leif Forestfriend joined.
Raava joined.
Corvus joined.
Damia joined.
HeyYou joined.
Coten Hauffo joined.
Tarator joined.



DUNGEON MASTER

Before we begin the adventure, I thought it best to give everyone a tour of their base of operations & Diamond Lake. So first stop, the Chultan House!





LEIF FORESTFRIEND

There's some little creep in red down there.

DUNGEON MASTER

The fella at the top is Allustan—you report to him. Next stop is the only shop in town...



DAMIA

Nice shop.

DUNGEON MASTER

These gnomes run the shop...



DUNGEON MASTER

Even though you can't afford most of this stuff yet, it's good to know what's available to plan ahead:

ITEMS FOR SALE

Generic items found in the Player's Handbook.

Also available are the following magical items:

- Mace of Disruption (COST: 1,880 gp)
- Longsword +2 (COST: 3,315 gp)
- Shortsword +1 (COST: 842 gp)
- Longbow +2 (COST: 3,350 gp)
- Universal Solvent (COST: 4,620 gp)
- Wand of Fireballs (COST: 6,000 gp)
- Bag of Holding (COST: 1,485 gp)
- Adamantine Plate (COST: 7,425 gp)
- Breastplate +1 (COST: 2,380 gp)
- Belt of Hill Giant Strength (COST: 18,900 gp)
- Bracers of Defense (COST: 5,400 gp)
- Shield +3 (COST: 17,886 gp)
- Mithral Chain Mail (COST: 1,774 gp)
- Potion of Invisibility (COST: 990 gp)
- Rope of Climbing (COST: 495 gp)
- Ring of Jumping (COST: 1,350 gp)



SHELLYSHAGG

Do they have low-interest loans?

DUNGEON MASTER

I'll let you roll Diplomacy between sessions to see if something can be worked out. In the meantime, the next stop is the town's inn/tavern, called The Emporium...



DUNGEON MASTER

The two in the lower right are travelers passing through – you recognize everyone else in here.



DUNGEON MASTER

The group in the top left are bad news. They work for Balabar Smenk, who owns the largest mine in town.



DUNGEON MASTER

Everyone roll Perception!

Leif Forestfriend rolls: $1d20 + 4 + 0 = 13 + 4 + 0 = 17$

Shellyshagg rolls: $1d20 + 3 + 0 = 13 + 3 + 0 = 16$

Raava rolls: $1d20 + 3 = 11 + 3 = 14$

Corvus rolls: $1d20 + 1 + 0 + 2 = 19 + 1 + 0 + 2 = 22$

Coten rolls: $1d20 + 2 = 12 + 2 = 14$

Tarator rolls: $1d20 + 0 = 14 + 0 = 14$

HeyYou rolls: $1d20 + 3 + 0 = 9 + 3 + 0 = 12$

DUNGEON MASTER

Everyone rolled but Damia? That's fine—this is more than enough. You ALL notice that each of the fellas at the top left have distinctive tattoos of a SNAKE wrapped around a HEART, with its fangs sunk into it... Okay, let's go check out the last floor. The Emporium also offers other services to the miners of Diamond Lake...



CORVUS

Oh, THOSE kinds of services.



COTEN

They service hippos?

DUNGEON MASTER

Anything for the right price.

COTEN

lol



DUNGEON MASTER

Whether any of your characters indulge is up to you, but they serve many of the miners of Diamond Lake, and whether or not you have you would all know who these ladies are. If we're all finished here, you can depart to Saltmarsh.

SHELLYSHAGG

There is no fishing here, so let's go.

DUNGEON MASTER

You depart Diamond Lake, heading north along a well-traveled road. For a day or so you walk, until it cuts through a jungle. It's a safe enough path—the least dangerous, at least. Eventually you reach a small fishing village and charter a ride south. You arrive in 2 days... welcome to Saltmarsh.





XENDROS

CAPTAIN XENDROS



LEIF FORESTFRIEND

None of those fish better go to waste.

CORVUS

Only red meat for me.



HEYYOU

HeyYou steals a fish. HeyYou wraps the fish in prostitute underwear and replaces in doctor's bag.



CORVUS

I tried to purchase this horse to eat but it wasn't for sale.



All regular items in the Player's Handbook

Also, among the nick nacks, the following magical items are for sale:

Anti-Venom Potion x10 (5 gp each — gives advantage on Poison Saves for 1 hour)

Leather Armor +1 (COST: 1,990 gp)

Dagger +1 (COST: 835 gp)

Mace +1 (COST: 855 gp)

Arrow of Slaying (COST: 267 gp)

Bag of Holding (COST: 1,485 gp)

Bracers of Archery (COST: 2,250 gp)

Potion of Healing x5 available (COST: 55 gp each)

Potion of Poison Resistance x3 available (COST: 743 gp each)

Wand of Web (COST: 2,700 gp)

Trident of Fish Command (COST: 4,050 gp)

HEYYOU

Can I steal something?

DAMIA

Damia catches Heyyou casing the joint and glares at the little klepto.

SHELLYSHAGG

I cast my line into the water.

Shellyshagg rolls: $1d20 + 3 + 0 + 2 = 14 + 3 + 0 + 2 = 19$

DUNGEON MASTER

You catch something! Those around you seem impressed.



MATTYS

That's a mighty fine fish, friend! How bouts I pay you 5 copper for it?

SHELLYSHAGG

Sounds excellent. I was just going to leave it next to those other ones.

DUNGEON MASTER

He gives you 5 copper.

After perusing the market for a bit (with HeyYou staring glassy-eyed at a bag of holding and Shellyshagg mentally noting the Trident of Fish Command), the group finds the Saltmarsh Council to deliver their message.



LORD FAIRWIND

Ah, our Chultan House guests are here!

DAMIA

Damia grabs the letter from HeyYou and gives it to Lord Fairwind.



LADY GENNA

Welcome, friends. I hope your journey was not overly unpleasant.



COUNT GELLAN PRIMEWATER

Mm. Chultan House, eh?

CORVUS

(RE: Lord Fairwind) I don't like the looks of him.



GOVERNOR ZOLCAF

Have you had a chance for a meal?

HEYYOU

HeyYou shrugs and settles by the fire.

GOVERNOR ZOLCAF

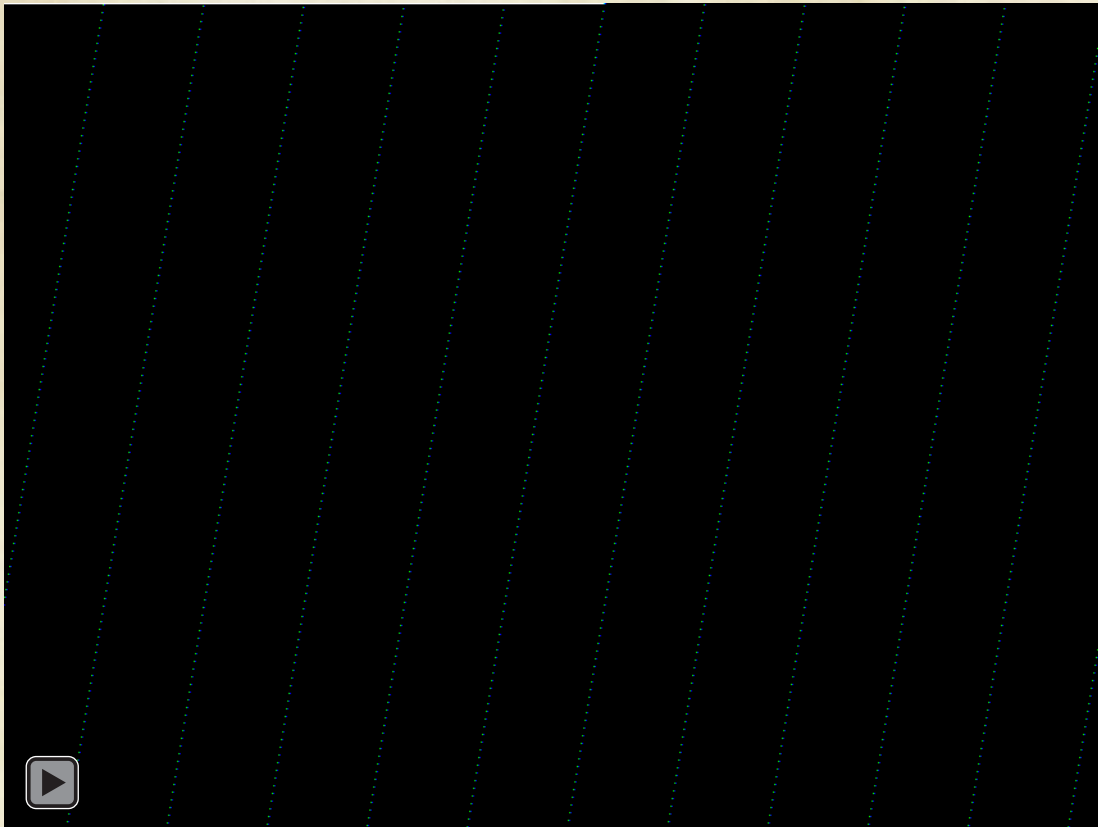
While we go over your offer, we have rooms set up for you at The Empty Net Inn. Please return to us tonight after dinner, and you will have our answer.

GOOD 'OLE ZOLCAF

Circa 1990, I ran my first D&D module—The Sinister Secret of Saltmarsh! It was for Justin (aka Shellyshagg), and his character was Zolcaf the Cleric.

Taking their leave, the group then heads to The Empty Net, where they find 2 traveling comedians performing a show!





VAGROM

What's a beholder's favorite food?



SMOKEY

I don't know! What?

VAGROM

EYE-scream!

DAMIA

Damia chuckles politely at the comedian.

LEIF FORESTFRIEND

laughs! Looks like we might get a show!

CORVUS

By the stripes of Vagrom's pants! Now this is entertainment!

SMOKEY

Hey, Vagrom—how many kobolds does it take to paint a house?

VAGROM

Depends how hard you throw 'em!

CORVUS

hahahaha

HEYYOU

HeyYou stares silently at the kobold humor and sharpens their scalpel.

CORVUS

Intrigued by the armor seated on the second floor...

DUNGEON MASTER

The bartender says it belongs to Zolcaf, the governor.



MARTYN

He was a great hero once!

HEYYOU

HeyYou moves quietly backstage.

DUNGEON MASTER

HeyYou finds a lot of inn maintenance supplies.

SHELLYSHAGG

So a bucket and a mop.

HEYYOU

HeyYou pockets a floor brush.

SHELLYSHAGG

Remember, a mop is halfway to a ten-foot pole.

HEYYOU

HeyYou LOLs (silently, of course).



RAAVA

Raava moves to a front-row seat.

VAGROM

Why do wizards like fireballs so much?

SMOKEY

Why?

VAGROM

Because it's a well-rounded spell!

DUNGEON MASTER

So all of you have your own room here at the inn.

HEYYOU

Do the comedians?

DUNGEON MASTER

Yes. They are sharing a room.

HEYYOU

HeyYou smiles darkly under their mask. Tonight, I sneak down the hall and break into the jesters' room. I then leave the fish, now 11 hours old, in the jester's striped pants.

HeyYou rolls: $1d20 + 3 + 0 + 2 = 8 + 3 + 0 + 2 = 13$

DUNGEON MASTER

One of the other guests sees you as you're coming back out, but quickly looks away (frightened by your mask).

That night, the group returns to the council house...

GOVERNOR ZOLCAF

We have looked over the Chultan House proposal, and find it agreeable. However, an urgent need has just arisen that we believe you can help us with... There lies a long-abandoned mansion along the coast just south of the city. There are troubling rumors of... ghostly... sightings from within. If you investigate and get to the bottom of it, the council will pay you 1,000 gp, to be split up among you as you see fit.



TARATOR

Not very abandoned then, is it?

GOVERNOR ZOLCAF

That's what we're hoping you can discover.

LEIF FORESTFRIEND

Ghosts, man. That's not cool. Ghosts don't belong here, man.

CORVUS

Hmph. Couldn't be any worse than the spirits in the tavern.



COTEN

I say we go. Unless someone wants to haggle for more money.

CORVUS

I haggle with my fists.



DAMIA

Damia uses *thaumaturgy* to make her eyes beautiful green instead of black, steps up to the governor and attempts to Persuade him to give a little more.

Damia rolls: $1d20 + 3 + 0 + 2 = 20 + 3 + 0 + 2 = 25$

GOVERNOR ZOLCAF

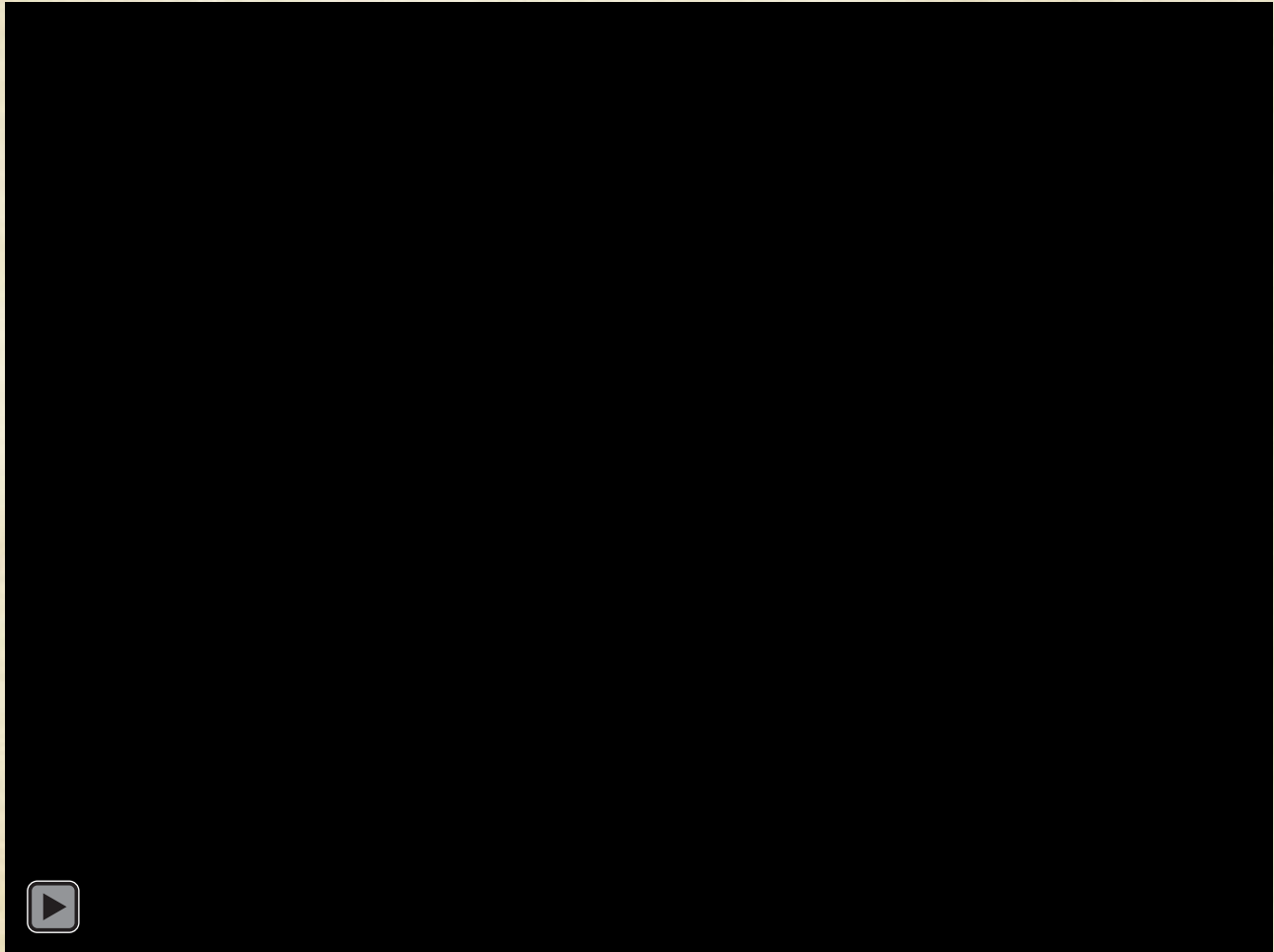
Very well. If you return with actual information, 2,000 gp.

SHELLYSHAGG

To the ghosts!

DUNGEON MASTER

Then let The Sinister Secret of Saltmarsh... commence!





DUNGEON MASTER

You have arrived at the seaside mansion. Ghostly lights emanate from the windows.

LEIF FORESTFRIEND

This place is spooky.

TARATOR

ANYONE IN THERE?

DUNGEON MASTER

No answer.

COTEN

Is the door locked?

DUNGEON MASTER

The door is unlocked...

SHELLYSHAGG

Shellyshagg waves pseudopods trying to grab the dancing lights.

The group heads inside...



DUNGEON MASTER

Once you step inside, the faces on both paintings ANIMATE. They speak in dual tones, male and female: "WHOM DO YOU SERVE?"

SHELLYSHAGG

The Cosmic Eye!

DUNGEON MASTER

They both laugh maniacally. "Enjoy your stay..." Do you guys go through?

RAAVA

Meat shield first?

They head deeper into the mansion...



It isn't long before the party has their first battle!



COTEN

We should probably check out the first floor before we go upstairs, don't want anything sneaking behind us... other than the kobold.

SHELLYSHAGG

Adventuring is proving to be more profitable than fishing so far.

More paintings demand whom they serve, and the group does not have an answer. They eventually comes upon another room with more hidden treasure. But not all was what it seemed...



DUNGEON MASTER

Okay, Tarator pulls up on a loose floorboard—everyone in the room roll a Dexterity save!

The floor collapses, dumping Tarator, Damia, and Leif to the 1st floor, dealing 6 damage!

Not long after, they come upon their first locked door! After getting through, they find a lone man..."





NED

Who are you? Are you here to stop them??

DAMIA

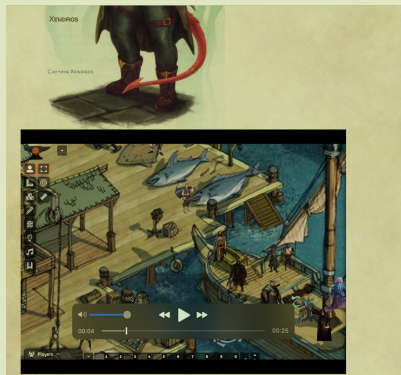
Stop who?

COTEN

Who is them?

PDFs AND EMBEDDED MEDIA

If you are reading this on your iPad or iPhone, you probably are unable to view the emedded video screen grabs on the previous pages. Adobe Reader is able to view the embedded vids, if you wish to see them. Most other PDF viewers lack the ability.



NED

And they call themselves... *The Ebon Triad!*

COTEN

Who exactly are you?

NED

Oh! I am Ned!

LEIF FORESTFRIEND

Those your dead animal trophies in the room below us, Ned?

NED

Err... I can't hunt. I'm rather useless, really. I'm from Saltmarsh. I was looking for a cheap place to live, and wandered too close. They took me captive!

TARATOR

I will take the sword.

Tarator takes a +2 greatsword off the fireplace mantle...

COTEN

What's with everything asking who we serve?

NED

Oh, yes! That's maddening, isn't it? They reply... oh, what is it... That's right-**KYUSS!** The secret word turns off the magical traps leading into the basement. They keep bringing in weapons they're smuggling out of Saltmarsh to who knows where. Come on! If we hurry, we can stop them!

DAMIA

Lead the way, Ned.

HEYYOU

HeyYou walks up reeeeeeal close to Ned.

NED

Uhhh...

COTEN

Why don't you just leave?

NED

I... I'm a servant of the people! I came here to investigate the strange goings on! Lights and noises and such!

COTEN

Your story seems to be changing, Ned.

NED

Oh, uh... what did I say the first time?

HEYYOU

HeyYou continues to stare at Ned, never more than eighteen inches away.

It doesn't take long for the PCs to wear Ned down.

NED

Oh, fine! I see there's no fooling you brave adventurers!

And with that, Ned transforms into his true form!



Poor Ned gets halved by Coten's blade, and the group winds back up in the main living area on the first floor..

DUNGEON MASTER

The paintings scream: "WHOM DO YOU SERVE?"

This time, they all response "Kyuss," and the mansion lights up! The heroes then find the kitchen, and stairs leading down...



The group spreads out, searching this ancient arcane library. Corvus inspects the skeleton, and it rises to its feet; foul, bloated green worms spill out of its empty eye sockets and mouth—a Spawn of Kyuss!



COTEN

Having read the last campaign, I know these green worms turn you into whatever that thing is.

As if drawn to the +2 greatsword, the Spawn of Kyuss shambles straight for Tarator!



It vomits green worms at him, but he manages to avoid the wriggling green parasites! When they fall at his feet, they immediately HISS as if landing on a sizzling frying pan, and disintegrate!

Eventually HeyYou deals the killing blow with their scalpel...

DUNGEON MASTER

Using the precision of a surgeon, you calmly lean in, and SWIPE through its vertebrae, severing its head!!!



SHELLYSHAGG

Shellyshagg grows a poor semblance of hand from his beard and high fives.

The group finds a secret tunnel descending farther down into the earth. When they emerge from the other end, they find themselves along the windswept coast, and are immediately attacked by the smugglers!



The heroes carve their way through this lot... Corvus takes one smuggler's head off with a single swipe, and later chops the goliath's leg off at the knee, then after he collapses, howling in pain, drives the point of his blade down his open, screaming mouth!

Tarator runs his blade through one's heart, while Coten takes out another, splitting his head down the center like a log! HeyYou takes out the smugglers' mage, Sanbalet, with inflict wounds!

HeyYou rolls: $1d20 + 3 + 2 = 17 + 3 + 2 = 22$



HEYYOU

HeyYou removes their glove, revealing a scaled and twisted claw, missing a few nails from unknown Kobold ailments. They reach up and brush corruption across Sanbalet's face!

DUNGEON MASTER

Sanbalet's eyes go wide in shock and pain... and fear! His veins bulge, turn black, his skin an ashen gray, and he drops with a frozen expression of agony!

Shellyshagg takes out the final bandit with a sling bullet to the eye!

SHELLYSHAGG

How's the weather?

DUNGEON MASTER

Calm. Good for sailing.

SHELLYSHAGG

Shellyshagg soaks in the sounds of the sea.

Leif steps out into the surf.



LEIF FORESTFRIEND

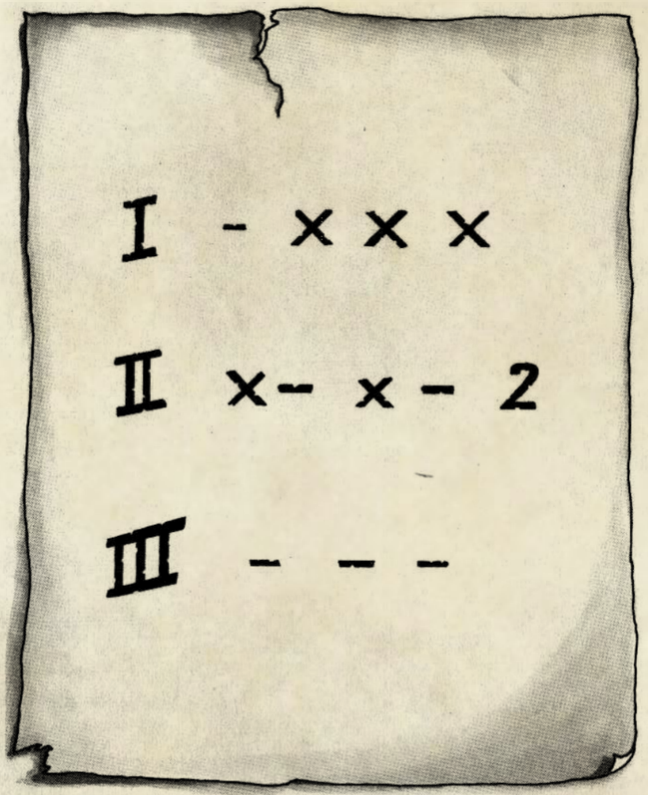
Water feels great, guys. Really feel the balance of the ocean.



Among the loot, the group finds the following... A pendant, upon the person of Sanbalet...

EBON TRIAD PENDANT		LOOT
		SOURCE
Quantity	1	Upon this grim- and profane-looking unholy symbol are the markings of 3 different deities: Bane, Bhaal, and Myrkul.
Weight	0.25	
Price	0 gp	

Sanbalet also carried a parchment with curious markings...



A magical pipe...

Pipes of Remembrance		Sheet	Close
		PIPES OF REMEMBRANCE	
TOOL		NOT PROFICIENT	
DESCRIPTION		DETAILS	EFFECTS
Quantity	1	PIPE OF REMEMBRANCE	
Weight	0	Wondrous item, common	
Price	0 gp	This long, delicate wooden pipe features a bowl made from smooth river stone. When the pipe is lit, smoke exhaled from it does not dissipate, instead lingering around the bearer. After 10 minutes, the smoke forms moving shapes that reenact the bearer's most impressive and heroic achievements for 5 minutes. When this realistic performance is complete, the smoke dissipates. The pipe can't be used this way again until the next dawn. (The Sinister Secret of Saltmarsh)	

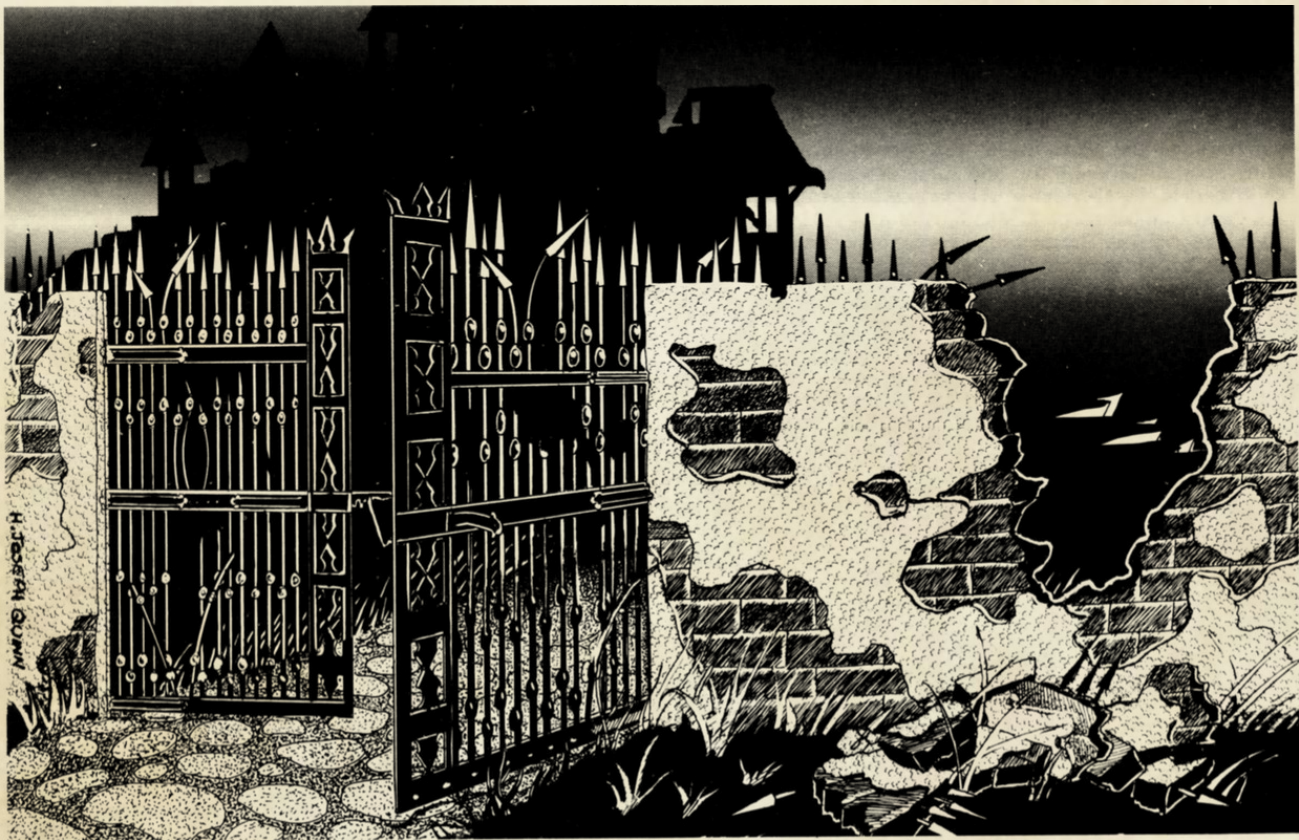


Though the pipe seems to be limited in utility at this time, who knows when it might become useful...

They also found a crate filled with weapons and armor, all with the markings of a DWARVEN RUNE...

After collecting their loot, they returned to the Saltmarsh City Council to report their findings (and collect their 2,000 gp).

And that's where we left off... until next time!



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News

Welcome to our new forum!

General

Board	Threads	Posts	Last Post
Off Topic Off-topic discussions.	1	1	Screenwriting Forum by Admin Nov 12, 2023 at 8:35am
Session Info Information about upcoming sessions.	4	23	3rd Session Date Voting by Admin Nov 25, 2023 at 6:07pm
Dungeons & Dragons 5E Questions/suggestions et al. about D&D 5E.	3	3	Homebrew 5E Campaign World by Admin Nov 14, 2023 at 3:49pm
Campaign Info Information regarding the Age of Worms campaign, including characters.	16	46	SALTMARSH COUNCIL by Admin 4 minutes ago
Foundry VTT Questions, answers, and instructions regarding our virtual tabletop software.	9	19	YOUR CHARACTER SHEET by Admin Nov 25, 2023 at 5:09pm

Since our online time is limited, we used a forum for our downtime. The players used this time to investigate some of the clues from their first session...

SHELLYSHAGG

Can we find a dwarf that is literate to read the runes?

DUNGEON MASTER

A member of the council, Lord Primewater, is a dwarf. He says it reads "KHUNDRUKAR."

COTEN

Is Khundrukar a name? Title? What does it mean? As long as we have his attention we should get as much information as possible. Also, if no one else has claimed it, Coten will carry the crystal ball and relay the info to Allustan. Since he's the one that hired him, I'll plan on relaying all info we currently have.

DUNGEON MASTER

The council member says Khundrukar is unfamiliar to him, but by the looks he assumes it's a proper noun of some kind. I figure you relayed this along with the other news to Allustan, and Allustan replies that he will do more research on it. He is also most concerned by the encounter with the spawn of Kyuss, and believes learning more about these smugglers is paramount (he also congratulates all of you on sealing the Chultan House deal with Saltmarsh).

COTEN

I'll ask around about the Ebon Triad as I'm looking for an armorer (so for now, I'll hold onto the pendant, unless anyone has any objections).

DUNGEON MASTER

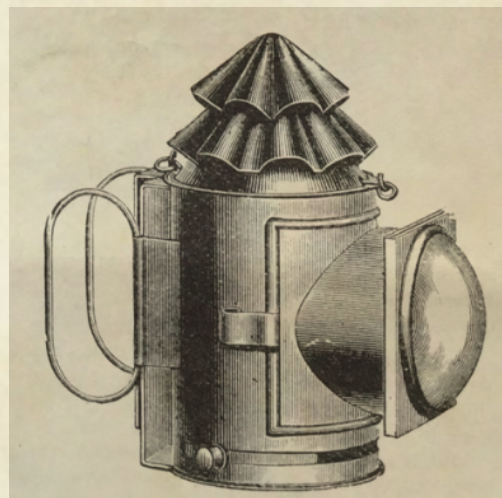
For the Ebon Triad, you learn they are a cult that's been around for centuries who somehow, according to their beliefs, are trying to combine the essence of 3 different gods into one powerful "overgod." Their dogma is often brought up with a doomsday prophecy known as the *Age of Worms*. A little over a year ago, members of their cult attempted to disrupt the annual Flood Festival in Cauldron by stealing their *wands of water control*, but they were thwarted by a group of adventurers (the founders of the Chultan House).

COTEN

Light up the hooded lantern and read the parchment by the light... hold it up to the light (not in the flame), etc... See if anything shows up.

DUNGEON MASTER

While nothing appears on the parchment, you do notice that the hooded lantern has been altered to allow the shutter to rapidly open and close...



COTEN

I want to ask around, especially any dock areas to see if anyone recognizes the code... not so much the meaning, but I'm assuming it's a 'morse-code like' thing so I want to know if anyone knows which is short and long X or –.

DUNGEON MASTER

You are correct! The locals confirm it is an older morse code! By the looks, it's a 2-way system. One would flash one of the lines, and the appropriate response is the line below. They explain how to do it using the specialized hooded lantern you have. ("X" is short, "dash" is long.)

COTEN

We seem to have stopped, or at least stalled, the land-side of the smuggling operations. If they aren't aware of the disruption yet, we should spend some evenings in the cove where we wiped them out and look for a ship. I am going to assume that the ship will do line one flashing to notify that they are there. We need to send the second line and then they will send the third. Probably something to do with getting the smuggled goods off the ship and onto land.

Not sure if we are supposed to go to the boat, or if they send someone to us, but since there was a boat there my thought is we go to the ship. We may be able to get there and violently ask some questions and maybe put a permanent stop to it.

LEIF FORESTFRIEND

I like this plan.

SHELLYSHAGG

Do Bane, Bhaal, or Myrkul have open worshiping temples or members? Do we know what those gods represent individually?

COTEN

Yeah, are there any temples or shrines to these individual deities? See if we can talk to any worshipers about this group to see what their thoughts are and if they have any info they may be willing to share.

DUNGEON MASTER

When you ask around Saltmarsh about these deities, people react in fear and suspicion.

If anyone has religion as a Knowledge skill, you can roll it now about these deities, or the Ebon Triad.

Coten rolls: 1d20+3 => 10 + 3 = 13

DUNGEON MASTER

You don't know much about the Ebon Triad, but the other three are considered death cults. Bane's followers are committed to conquering the world; Bhaal's followers are sadists and believe murder is a divine mandate; and the followers of Myrkul (the god known as the Lord of Bones) are the only ones who really exist in society, albeit on the fringes. Though still rare, when found they usually are caretakers of cemeteries and conduct funeral rites and the like. There is no known collaboration or unity among these three gods. Anyone else care to roll?



SHELLYSHAGG

I rolled a 15 minus 1. 14. It's irrelevant; all came from the Cosmic Eye. All will return. Let the Ebon Triad combine them into one. Entropy will consume them again anyway. Who's the fishmonger on the docks? Anyone have a sail rig and deep rudder for this rowboat? I spend the downtime offering appeasement to Umberlee for sailing ships venturing out of port. She is the voice and ears of the Cosmic Eye, the Astral Maelstrom bubbling up through the tempest that is the sea. Also, I rolled a 21 for Fishing.

DUNGEON MASTER

You don't learn much more about the religions, but your pile of fish rapidly grows, drawing awed onlookers who stop to watch you like you're some sort of performing artist. Children point at your oddly constructed form, much to the embarrassment of their apologetic parents, who want to know what bait you're using.

SHELLYSHAGG

Oh, bait. Well it's a lucky lure made from the Black Sand beaches. Fired into this wonderful glass.((holds up Cosmic Eye glass holy symbol)). My fellow jellyfolk harvest the sand by moonless starlight, scooping the sand with oyster shells. We all make one.((dangles the lure from the line)) This one is the one I made. Jasper's alluring tackle in Waterdeep sells them. Now, that Jasper is quite the fisher himself. I don't think there's a fish he hasn't caught. Sailed all the seas, and then some.

CORVUS

I want to find out about the dwarven rune. Rolled an 11-1 on INT.

DUNGEON MASTER

You ask around more about the rune. You show the marking to a couple of other dwarves that you find, and they tell you the same translation, but unfortunately just scratch their heads at what the word means.

SHELLYSHAGG

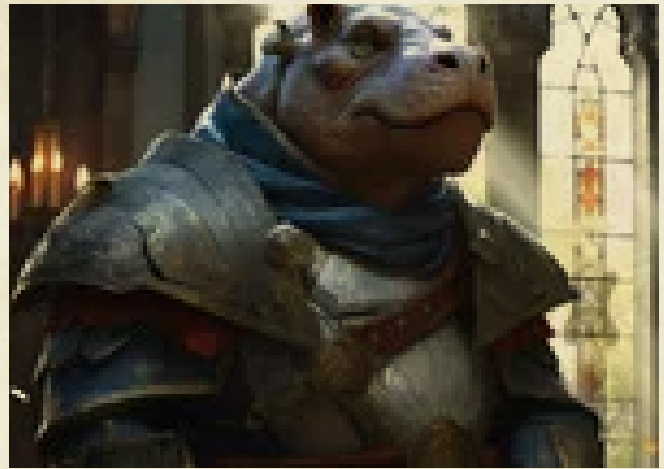
I'm buying the following:

PURCHASES

Item	Cost	Where Kept
Glassblowing Tools	30gp	Self
Sack x3	6 cp	Self
10-foot-pole	5 cp	rowboat
50-foot silk rope	10 gp	rowboat
Glass Bottle x3	6 gp	Self
Oil Flask x3	3 sp	Self

Also buying a chicken (2 cp) for the boat mascot, and an untrained hireling for 3 days (6 sp).

The 2 flasks of oil and the glass bottles are to make cheap knock-off lures for the locals. The untrained hireling will be working the fire while I attempt to work the glass. We will just be doing this on the stone part of the dock, while Heeling (the chicken) watches my pole in the boat.



COTEN

I've worked on fleshing out my history more:

Coten Hauffo, a young Giff soldier, spent his early years with his squad mates. He spent his career patrolling Wildspace, hunting pirates and other raiders. The success of his squad brought about the attention of a powerful band of smugglers. They were eventually betrayed by a member of the ship's crew and attacked while traveling to the Sword Coast. His squad was killed in the attack, and he and their bodies were dumped overboard. He came to on a beach with the clothes on his back and several wounds.

He swore an oath to hunt down the ones who betrayed him and his comrades, the raiders responsible, as well as hunting down and destroying anyone committing atrocities and evil.

He began traveling Faerun, searching for any leads to get him closer to his goal.

While traveling, he stays on the lookout for opportunities to help the oppressed or downtrodden while removing evil from the face of the world.

He spends most of his time traveling and searching for those responsible for what happened. He goes wherever those leads take him, or where there is a need to help those that can't help themselves.

While on his travels, he managed to find his way to the jungles of Chult, where his leads finally ran out. While there, he ran into a dragonborn fighter/mercenary by the name of Tarator. The two of them decided to travel to Diamond Lake so that Coten could pay his tithes at the Temple of Torm in the area.

While there they decided to sign on with the Chultan House, agreeing with their mission to pacify the region and bring law to the chaos of the area. All the while hoping that their connections may bring him a new lead toward his ongoing mission.

I plan on using some of the downtime to look for leads on his vengeance as well as doing random acts of kindness where people need it most.

COTEN

We looked into a couple things, but we missed a major one. We looked into the cult of the uber-god and got little, we looked into the dwarven name and got less. (This name, if I'm not mistaken, was on a crate of weapons? That being the case, I would like to start asking blacksmiths and weaponsmiths if they know the name. Be best if we can find a dwarven one.) However, we never asked what Kyuss is. I want to start asking around about that as well.

Coten rolls: $1d20+1 \Rightarrow 20 + 1 = 21$

Coten rolls: $1d20+1 \Rightarrow 2 + 1 = 3$

DUNGEON MASTER

A weaponsmith tells you that he has heard the name Khundrukar. It was a dwarven forge that once produced weapons and armor of superior quality here in Chult. It was long ago, however, and he doesn't know its precise location. As far as he knows, it's been abandoned for centuries. No one has any info on "Kyuss..."

HEYYOU

I would like to sneak around town and shadow Saltmarsh council people. Mostly want to know if anyone is visiting strange places in the night, cemeteries or secret death cults and the like. As I am small, dark, and sneaky, and am doing no "shopping," I can spend the week enjoying my natural Kobold nocturnal life. Also spying. I steal almost nothing. I report to Damia alone, who understands my whistles and gestures, and draconic croaks.

DUNGEON MASTER

The only council member who continuously eludes you is Lord Fairwind... He frequently leaves the city...

Fully prepared and following Coten's plan, the group stakes out the cove. It isn't long before they spy the morse-code signal coming from offshore in the darkness. They respond with the second line and wait... tense moments pass... and then the third signal flashes back.

With their lucky chicken in tow, the group then shoved out in their commandeered rowboat, heading toward the source of the lights. Within minutes, they see the shape of a large ship, silhouetted against the light of the moon, anchored just offshore...

Initializing World...

Shellyshagg joined.

Coten Hauffo joined.

Corvus joined.

Leif Forestfriend joined.

Raava joined.

Tarator joined.

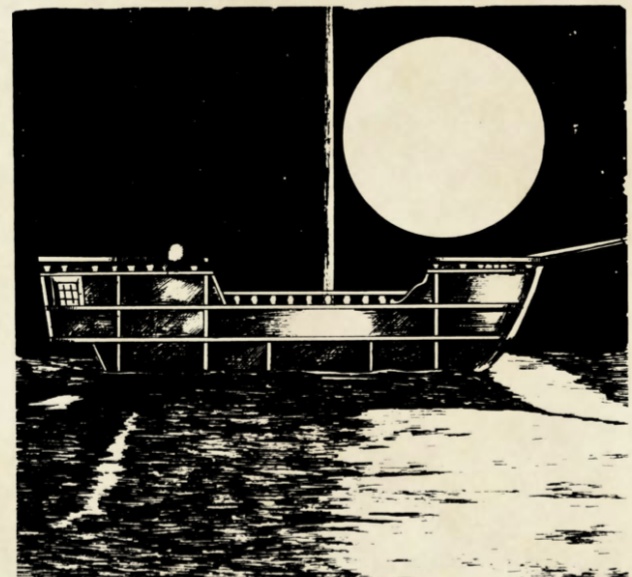
HeyYou joined.

Marudim joined.



DUNGEON MASTER

You see the ship looming above you. You can barely make out figures on the top deck, but it's impossible to tell precisely how many from your vantage. You don't think they can see you. What do you do?





CORVUS

Is the port side clear?

DUNGEON MASTER

It looks clear enough.



LEIF FORESTFRIEND

Let's board these guys.

COTEN

Do we try to sneak on? Or just row right up and hope they don't notice we can't be carrying much cargo with a small army on our boat?

CORVUS

I think we should row to port side and sneak aboard.

LEIF FORESTFRIEND

Sounds good.

DUNGEON MASTER

All in favor?



RAAVA

Yes.



MARUDIM

Yep.

NEW PLAYER!

Michael (aka Damia) couldn't make this session, but one of Yuzu's (aka Raava) friends, Heather, joined with a half-orc barbarian named Marudim!



TARATOR

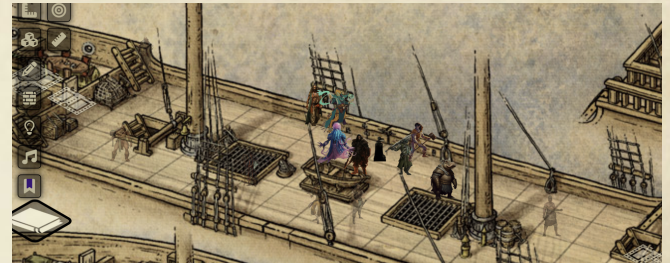
Yes.

DUNGEON MASTER

You row the boat toward the ship. As you approach, no more figures appear. You reach the edge, and see there is already a rope ladder hanging down over the side. Gazing back up, you see that it appears to be clear. One by one, you begin your climb...

COTEN

Meat shields up front.



MEGARON THE BOLD

WELCOME. We've been expecting you.

CORVUS

A trap.

MEGARON THE BOLD

Our friend in Saltmarsh told us to expect your arrival!



HEYYOU

HeyYou nods, impressed with their (her) surveillance.

DUNGEON MASTER

Figures all around you drop their invisibility and attack! Auto SURPRISE ROUND!

MEGARON THE BOLD
SMUGGLER CAPTAIN



The ship wizard blasts Leif and Raava off the side of the ship, back down into the water with gust of wind!



The battle is long and bloody...

HEYYOU

if I were to win my Athletics against Caine, can I knock him overboard?

DUNGEON MASTER

Yes.



SHELLYSHAGG

May the Cosmic Eye watch over you and protect your mind.



HEYYOU

Okay, here goes then.

HeyYou's roll succeeds, and they knock Caine the Despised into the drink!

HEYYOU

HeyYou laughs nastily under their mask.

It isn't long before Marudim scores her first kill of the campaign, with a javelin throw against Gerald the Seeker!

DUNGEON MASTER

Your javelin punches through the back of his skull, out the front of his gaping mouth!

MARUDIM

YAY!



Lidar the Holy mans the ship's ballista and shoots Leif!

LEIF FORESTFRIEND

Not cool, man!

COTEN

Right? *Leif* our druid alone!

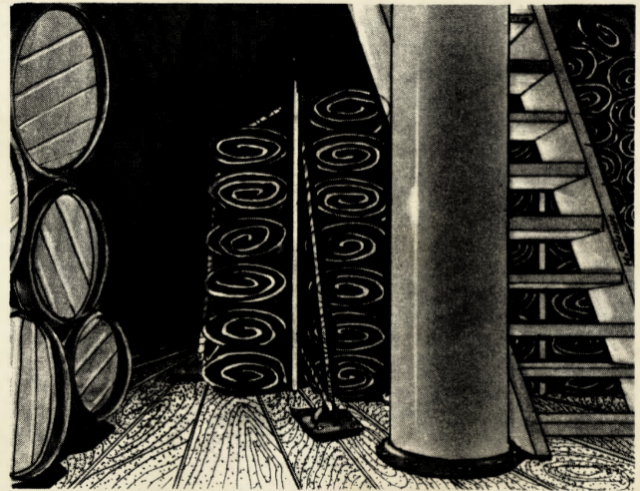
SHELLYSHAGG

Somebody's been at open-mic night at The Empty Net.

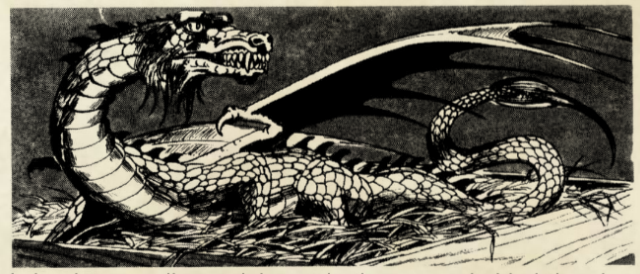
MEGARON THE BOLD

Fools! You cannot stop the Age of Worms!

But soon after, they do stop Megaron and the other smugglers. The party then sets to searching and looting the ship...



They find more weapons and armor marked with the rune of Khundrukar, and Raava finds a pseudodragon, which becomes her animal companion!



PSEUDODRAGON ANIMAL COMPANION

The pseudodragon grants the following bonus action:

- Once per Long Rest, you may choose a target you can see within 30 feet and make an attack at +2 plus your Proficiency Bonus. On a successful hit, you deal 2d6 piercing damage, and your target must succeed at a DC 16 Con Save or become Poisoned.

For other abilities of animal companions, refer to the Age of Worms Forums.



RAAVA

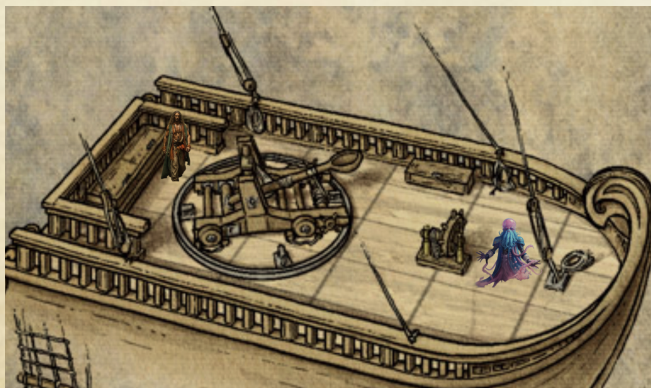
What's in these barrels?

DUNGEON MASTER

Freshwater stores.

MARUDIM

Marudim drinks some water after the long fight.



SHELLYSHAGG

You got that pipe from the cave? (Shellyshagg casts his line into the water.)

LEIF FORESTFRIEND

Grins.

As Shellyshagg and Leif enjoy some pipe weed while listening to the gentle lapping of the waves against the hull (and watching their most memorable life moments take shape from the pipe of remembrance), the group begins to discuss what to do next...

SHELLYSHAGG

Can we sail this thing?

DUNGEON MASTER

Yes. Do you sail into port?

SHELLYSHAGG

Yes.

LEIF FORESTFRIEND

I wanna climb up into the Crows Nest.

DUNGEON MASTER

Once you're back in port, it's night. Do you go to the inn to sleep, or go straight to the council?

Everyone decides to sleep on the ship and head back to the City Council in the morning...



HEYYOU

HeyYou is going to watch the sus guy.



LORD FAIRWIND

Oh, dear. They survived.

HEYYOU

Yeah. Him.



LORD FAIRWIND

LORD FAIRWIND

I'm afraid the rest of the council is... indisposed of at the moment.

HEYYOU

I spied on the council. This guy evaded me.

LORD FAIRWIND

I must say, I never expected you to be such a competent bunch. If you surrender now, I promise to make your deaths quick.

MARUDIM

Yeah, no.

HEYYOU

HeyYou shakes their head. They wanted a slow death, really.



DUNGEON MASTER

Coten, you recognized the Faceless Man. He is the one who led the boarding party against your crew...

COTEN

You! You're going to start talking, or start bleeding. Your choice!

LORD FAIRWIND

I'm afraid my friend here doesn't speak... and since you won't surrender...

DUNGEON MASTER

Roll for initiative!



The Faceless Man unleashes a lightning bolt against Tarator, Corvus, and Lefi for 30 damage!

SHELLYSHAGG

Woah.

But soon after, Coten smashes him in the face with his halberd, knocking his mask off!



RAAVA

Eww...

TARATOR

Put that mask back on, please.

LEIF FORESTFRIEND

You are gnarly looking, brother.

HEYYOU

HeyYou weighs the advantages of removing her mask to eat against the disadvantages of giving her companions nightmares.

DUNGEON MASTER

Horried by the disgust he sees in your eyes, he recoils and VANISHES!

LORD FAIRWIND

No! Don't leave me!

The group makes short work of Lord Fairwind. Tarator deals the death blow, knocking him off the balcony to the hard wood floor below. They search him, and find a letter...

FAIRWIND'S LETTER		LOOT
		Source
Quantity	1	Most honorable Jean Tarascon, Your initiation into our order is complete. Your finding the Hyskosa Scroll and raising our-long deceased member in Marais D'Tarascon has been foretold in the prophecies. Once you finish the ritual and complete the sacrifice, your army will complement our own. Nothing will stop us! -Lord Fairwind
Weight	0	
Price	0 gp	

It doesn't take them long to discover the other council members tied up in a back room...



GOVERNOR ZOLCAF

Thank you for saving us!

COTEN

Have you ever heard of Jean Tarascon or Marais D'Tarascon?

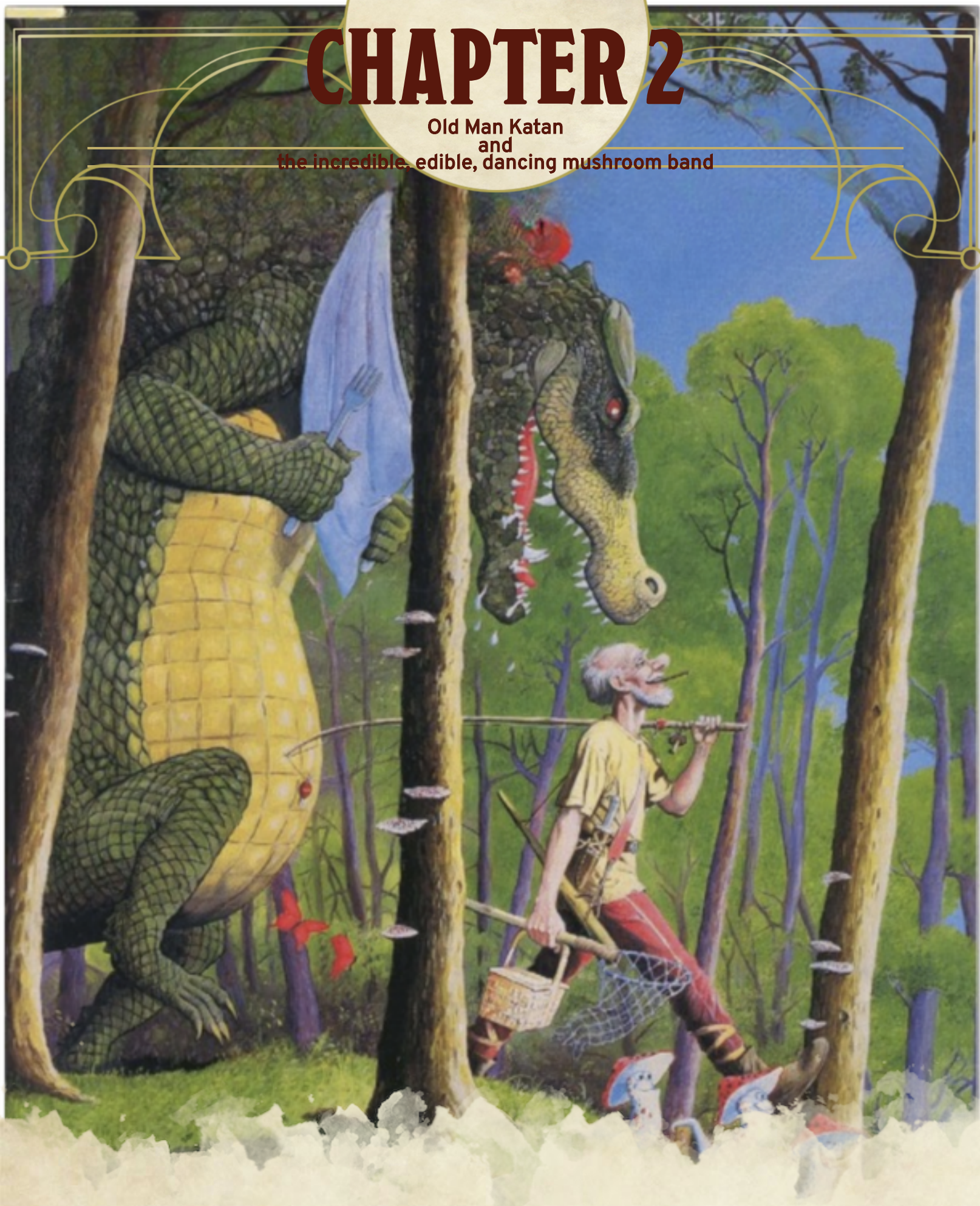
GOVERNOR ZOLCAF

I do not know a Jean Tarascon, but Marais D'Tarascon is a village to the west of here, through the swamp.

The Saltmarsh Council agrees to watch over the group's new ship, promising to watch it over in their port free of cost, while they continue on their journey. First stop, Marais D'Tarascon!

CHAPTER 2

Old Man Katan
and
the incredible, edible, dancing mushroom band





DUNGEON MASTER

You have been traveling through the swamp for two days. Up ahead, you hear singing...



OLD MAN KATAN

OoOh! Doo wa diddy, diddy dum, diddy doooo...

DUNGEON MASTER

The strange man suddenly sees you all emerge from the trail...

OLD MAN KATAN

ASSASSINS!

DUNGEON MASTER

He leaps back, dropping his gear.



TARATOR

No, not assassins.

DUNGEON MASTER

He puts up his dukes, like an old timey boxer.

OLD MAN KATAN

Did my brother send ya? Hey?



CORVUS

Who is your brother?



OLD MAN KATAN

Jared sent ya, didn't he? He's just a crazy old wizard!



SHELLYSHAGG

Kyuss sent us!

OLD MAN KATAN

Is Kyuss Jared's nickname?



COTEN

(Hands up, palms out) Peace, friend. We mean you no harm.



LEIF FORESTFRIEND

I'm everyone's brother, brother.

OLD MAN KATAN

Tell that no good brother of mine I'm not interested in dueling! I've had it with his crazy antics!

DUNGEON MASTER

The little mushroom critters form a protective ring around him. They gaze up at the lot you fiercely.

LEIF FORESTFRIEND

(Leif Forestfriend likes this guy.) Very nice. I like your friends.

OLD MAN KATAN

Listen here— I know it's Jared behind all the crazy goings on in the swamp!

TARATOR

Are the mushrooms the fun kind?



RAAVA

They're edible.

DUNGEON MASTER

The mushrooms eye the two dragonborn with trepidation.

HEYYOU

"Edible." Air quotes.

SHELLYSHAGG

Everything's edible to Tarator, by my observation.

COTEN

lol

TARATOR

Sir, can I pet your mushrooms?

OLD MAN KATAN

I demand you go back to Jared and tell him to knock it off!

COTEN

Tell us what troubles you and how we can help.

OLD MAN KATAN

All the migrations! All them swamp critters in a ruckus! Something keeps—

DUNGEON MASTER

Suddenly, the little mushroom critters start hopping up and down, squeaking at the man.

OLD MAN KATAN

Oh, gosh! All right! All right!

DUNGEON MASTER

He reaches into his pouch and produces a pipe and some strange swamp tobacco and starts smoking. Immediately, the little mushroom critters relax. It's the foulest thing you've ever smelled.

TARATOR

I pick up a mushroom and put it on my shoulder.

COTEN

Something keeps...?

OLD MAN KATAN

Uh? Keep what? Oh! So as I was saying... Something keeps driving all the swamp critters toward my humble hut! These little fellas keep telling me to handle it.

SHELLYSHAGG

Hey, old man, pass that here. Let's get the *pipe of remembrance* into the mix.

OLD MAN KATAN

Oh, you want some? (Hands you some swamp tobacco.)

COTEN

Where does your brother live? We don't know him, but maybe we can go talk to him.

HEYYOU

HeyYou snatches it and takes the rest of the tobacco out of the pouch.

OLD MAN KATAN

Jared? He lives far from here. Near Cauldron. He's crazy. That's why I moved way out here! To get away from him! So competitive, that Jared.

TARATOR

May I keep this mushroom on my shoulder? He and I are becoming friends.

DUNGEON MASTER

Yes! It's an animal companion opportunity!

CAMPESTRI ANIMAL COMPANION

The campestri animal companion grants the following bonus action, once per Long Rest:

—A five-foot radius of spores surrounds you. It has no effect on constructs, undead, elementals, or plants. All others must succeed at a DC 16 Wisdom save or be incapacitated for 1 minute.



LEIF FORESTFRIEND

What's its name?

TARATOR

Hal. Short for "Hallucinogenic".

CORVUS

lol

SHELLYSHAGG

(Shellyshagg puffs on the swamp weed and wonders if there's any good fishing.) How's the fishing, old man?

OLD MAN KATAN

Fishing WAS terrific, until the goings on.

DUNGEON MASTER

Everyone roll Perception!

They do, and spot a swarm of giant hornets hovering nearby...



HEYYOU

HeyYou points at wasps.

TARATOR

I want to run.

DUNGEON MASTER

Whenever Katan starts to put the pipe away, they inch closer. The mushrooms frantically scream at him, he lights back up, and they go back away.

COTEN

Old man, those wasps friends of yours?

OLD MAN KATAN

Eh? Oh! Say, those are some mighty big bugs! Shoo, I say! Shoo!

CORVUS

What are you smoking there?

OLD MAN KATAN

My mushroom friends gave it to me. I call it vomit grass!

COTEN

They don't seem to care for your smoke, so I suggest keep going.

CORVUS

Where do they get the vomit grass?

OLD MAN KATAN

Somewhere out there. In the swamp. They kep telling me to go! Insist something is out there... but I'm not falling for any of Jared's tricks, see?

CORVUS

Let's go to Jared's.

SHELLYSHAGG

We can check it out.

OLD MAN KATAN

Really? Well if you see my brother, tell him he's a knucklehead!

COTEN

Do the mushrooms say which way to go?

SHELLYSHAGG

Deeper into the swamp.

OLD MAN KATAN

Do you want to use my boat? It knows the way!

COTEN

Well if your boat knows the way, how can we say no?

SHELLYSHAGG

We will leave our boat as collateral. Can we communicate with the mushies?

DUNGEON MASTER

Doesn't really seem like it...

HEYYOU

HeyYou is getting in the boat and waiting to row out, fight wasps, catch disease, cure disease, and generally snoop around the swamp.

OLD MAN KATAN

Hey, you stupid boat! Can't you see there's a lot of 'em? (Kicks the boat.) You'll need to be way bigger!

Suddenly, the boat swells to twice its size!



CORVUS

Whoa.

OLD MAN KATAN

That's better. Everbody in!

COTEN

Smart boat...

SHELLYSHAGG

(Shellyshagg's mouth hangs agape.) We don't have to tell shippy about this. (Kisses the bow.)

HEYYOU

HeyYou wonders how big it can get.

DUNGEON MASTER

Suddenly, the wasps get spooked and scatter!

LEIF FORESTFRIEND

Bye, wasps!

They quickly discover the reason why, when they are attacked by a gigantic crocodile!

They eventually eliminate the savage beast, with HeyYou delivering the kill shot with a crossbow bolt through the eye!

HEYYOU

HeyYou quietly puts the crossbow back in the doctor's bag.

DUNGEON MASTER

Old Man Katan walks up and puts his foot on the beast as if he's the one who just vanquished it.

CORVUS

Can I make boots out of it?

TARATOR

It kind of looks like me, only less... civilized.

LEIF FORESTFRIEND

Leif Forestfriend kneels down and says a silent prayer for the fallen creature.

OLD MAN KATAN

Well, now see what I mean?

Resolved to solve this mystery, the players hop into the now oversized boat.

OLD MAN KATAN

Don't worry none, boat won't get lost. Bring 'er back when yer done!

The group heads out, sailing through the swamp under the command of the strange swamp boat, until they reach ancient druidic menhirs rising up out of the fetid waters...



DUNGEON MASTER

Leif and Corvus, you both recognize the runes on these menhirs as belonging to the Order of the Storm. It's some sort of historical record...

But before they can investigate any further, they see a strange woman standing in the water...



AUXA

How unfortunate. I thought my magic disturbing the beasts would keep interlopers away.

LEIF FORESTFRIEND

Why are you disturbing the beasts? Do not disrupt the balance.

AUXA

I suppose you have come to learn about the Order of the Storm, too?

LEIF FORESTFRIEND

What is your purpose here?

AUXA

What can you tell me about the Order?

SHELLYSHAGG

How deep is the water? I extend pseudopod down into the water to check.

DUNGEON MASTER

At least six feet.

TARATOR

Ma'am, if you would let us pass, we will do you no harm.

HEYYOU

HeyYou does not commit to that.

AUXA

If you have nothing to tell me of the Order of the Storm, then you are of no use.

DUNGEON MASTER

A sudden shape rises from the murky water – as does she!



A brutal battle ensues, with the party burning through most of their remaining Fate Points to stay alive!

At one point, Shellyshagg throws a flask of oil at the shambling mound, only to have it strike a menhir next to it. But Raava cast fire bolt, setting it ablaze!



Soon after, the swamp boat revealed itself to be a mimic, and joined them on their side!



HEYYOU

Smart boat. Pet mimic, what a great idea.

With the mimic's help, they are soon victorious!

RAAVA

Can I take some of her scales?

DUNGEON MASTER

Yes.

HEYYOU

If possible, using medicines and my magic scalpel, I'd like keep her face for future Faceless One encounters.

While HeyYou performs their grisly work, Shellyshagg investigates the dead shambling mound.

SHELLYSHAGG

Does it smell like vomit weed?

DUNGEON MASTER

It DOES smell like vomit weed!

SHELLYSHAGG

Fill up my tobacco pouch.

LEIF FORESTFRIEND

Leif Forestfriend looks around Swamphege.

SHELLYSHAGG

Are there runes on the stones?

DUNGEON MASTER

Shellyshagg, you recognize some markings related to Spelljamming and Wild Space, but can't tell much more than that. Leif, you see markings related to a great battle between the Order of the Storm... and agents of Kyuss...

SHELLYSHAGG

I feed what's left of the lamia to the mimic.

DUNGEON MASTER

It happily chomps her up.

COTEN

Good boat.

DUNGEON MASTER

When you return to Katan, he seems pleased. He can already tell the swamp is returning to normal. He's confused it has nothing to do with Jared, though. Oh, well.

COTEN

Does he know anything about the battle with Kyuss or the Order?

DUNGEON MASTER

He does not. But he offers you all some food and a place to rest for the night.

SHELLYSHAGG

Shellyshagg refuses to get out of the boat.

The group stays the night at Katan's. That evening, via the Crystal Ball, they catch Allustan up to speed. He responds...



ALLUSTAN

First of all, let me congratulate you again on an outstanding success with your first mission. Expanding our footprint to the coast greatly increases our reach and influence, but the addition of a seagoing vessel marks a steep escalation in our capabilities. I have already informed our masters in Cauldron, and they are very, very pleased. I have reached out to the Saltmarsh Council directly, via spell, and instructed them to sail the ship north, and upriver to the city of Greyhawk. Though the Greyhawk Guilds make it impossible for us to have an official Chapter House there (for now), we do have agents in the city, and while I trust the Saltmarsh Council, I fear the machinations of the Ebon Triad and their efforts to recapture their purloined vessel. To that point, I have been investigating further into the cult, and have discovered a connection between the Order of the Storm. It appears there was a great battle between the ancient druids and this nefarious sect, many centuries ago. My research pointed me to an ancient tomb in the Cairn Hills above Diamond Lake, where one of the druids was laid to rest. I have also discovered the location of Khundrukar, the ancient dwarven forge. We will discuss both when you return to the Chultan House. In the meantime, continue your investigation into our new foe.

The next morning, the group continues their journey to Marais D'Tarascon...

The campaign continues in [Age of Worms Volume Two!](#)

MORE NERD STUFF

Fan of 5e and gritty sword & sorcery? Check out my personal homebrew campaign setting, [The Middle Sea!](#)

